Ryan Macklin's

Mythender

Kick Ass, Erase Names

Before the three of us approached Thor, the so-called god of thunder and Mythic Norden's mightiest warrior. He rode in his chariot down from atop the crackling clouds, his eyes fixed on us as he grew ever closer. Between him and us was a host of einherjar, warriors long dead and favored by the gods to live forever as the their foot soldiers.

I would pity them, if they weren't abominations.

Thousands of feet rushing at us rivaled sounds of thunder. My young comrade Beatrice sprinted ahead to meet them, her horse whining and neighing. As she leapt in the air, Beatrice grabbed the horse's neck and flipped herself over, arcing the beast over her body like a war hammer. When they landed, her steed broke the dead army's formation and shook the very earth beneath us all. The land cracked, making a spider's web of chasms, with her at the center. Some of the einherjar fell to their final death. A good start.

"Cute," Rashid chuckled, and he sauntered toward the horde. His hands were ablaze. He raised them in the air, as though he was pushing up an immense weight. The earth, weakened by Beatrice's blow, cracked around the battlefield. The hot blood of the world spewed forth from the hot bowels below. Rashid weaved his hands about, and the geysers of molten death did his bidding, pouring all over the undead fools and spraying Thor's massive demon-goats.

The goats reared up. Thor shouted in pain, for he could feel every blow we made against his thralls. Light burst from his mouth and filled the sky with lightning, that then came down to earth and shot through us all. Rashid and I were knocked back. Beatrice stood her ground.

I got up on one knee and wiped my brow. Blood. I laughed as I summoned my Book.

The giant Tome of Life and Death hovered before me and flipped open to a blank page. I used my own blood to write "On this day, the Myth of Thor was no more."

The god of thunder coughed blood and godly bile as he fell from his chariot in the sky. The moment was still.

Then he got up and charged us, wielding his legendary hammer.

Let this futile charge come, oh warrior of Norden. When the skalds sing of your Ending, this will only make the song grander, motherfucker.

A Note on this Edition

This is the final, free-to-the-public edition of **Mythender**. It's the culmination of five years of learning how to be a game designer, writer, and producer, as well as five years of thinking about how to do batshit-awesome action in games.

I owe a great debt to my friends and colleagues, my several dozen playtesters, and the hundreds of generous people who gave to the Random Kindness Bundle charity project. You all are the reason this book exists. (For more on that, see the back of the book.)

This book is released under a Creative Commons license, so you can fold, spindle, and mutilate to your Heart's content. You'll also find additional resources at MythenderRPG.com: playsheets, pre-made characters, monsters, and more Mythic Worlds If you play **Mythender**, drop by the site! I'd love to hear from you.

Be awesome, be frightening, and bow before no one,

Ryan Macklin

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Credits

Game design, writing: Ryan Macklin

Editing: Josh Roby

Layout: Ryan Macklin, with the help of several friends (especially Daniel Solis)

Playsheet layout: Fred Hicks (initial), John Harper (modifications), Ryan Macklin (further modifications)

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If you love fonts more than oxygen, I used: Windlass (titles), Minion MM (body), Handwriting-Dakota (handwriting), Charlemange Std (the ampersands in the titles).

For more information, please visit MythenderRPG.com

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What is Mythender?

About this Game

Mythender is high-action adventure game where you play amazing, Mythic heroes—called Mythenders—who travel the Mythic World to destroy its gods and monsters. Because, hey, why not? It's all about leaping off of mountains with your massive, flaming sword drawn and splitting open a giant's face. (At least, it was a face before you showed up.)

Most of will you take on the role of a Mythender, a single man, woman, or child turned into a force of destruction. One of you will play the Mythmaster, taking on the role of the Mythic World and everyone in it: gods and monsters, powerless mortals, and even the land itself.

You'll tell the stories of slaughtering gods in a way that goes beyond just killing them—you unmake them, turning them from beings that rule mortals into legends people vaguely remember. This is an Ending, and only you Mythenders have the power to do it.

You'll tell the stories of interacting with mortals that barely understand you, seeing you just as they see gods and monsters: terrible beings that have far more power than they can imagine. You can break Thor's jaw, but getting a little girl to smile instead of running from your horrific and glorious visage? That does not come easy to those who wield Mythic power.

You'll tell the stories of struggling against becoming gods yourselves. You live in the vicious cycle of apotheosis and deicide, as you must take on the corrupting powers of the Mythic World in order to End its gods. Each time you take more of that much-needed power, you take a step away from your mortal soul and a step closer to becoming a Myth.

Or you'll tell the stories of how you ignore all that humanity business and go pedal to the fucking metal, diving headfirst into the heart of Myth, leaving corpses & cultists in your wake. And eventually forcing your comrades to murder your Mythic ass.

Spoiler alert: *they totally fucking will*.

Inspirations

This game takes inspiration from fantastical movies like *300*, *Beowulf*, *Final Fantasy VII: Advent Children*, *The Two Towers*, and *Return of the King*. It takes inspiration from fantastical anime where the Mythic and mortal worlds and intertwined. And it takes inspiration from the Greek tales of mortals raging against monsters, titans, and gods (especially the *God of War* video game series). Anything where people with strange powers battle against gigantic, Mythical foes can be a **Mythender** story.

Mythender is about kicking ass and erasing names to a heavy metal sound track, about dancing on the knife's edge between having the power to slaughter abominations and becoming an abomination yourself. Go do that already.

How to Use this Book

All overviews in **Mythender** are in this boxed format, so you can pick them out easily.

What is Mythender? **page 1**
What you Need to Play **page 15**
These two chapters give you a basic idea of this game and what you'll need to play.

Creating Your Mythender **page 27**
Hearts **39**
Pasts **47**
Fates **55**
Creating your Mythender is a process that takes around 60-90 minutes.

There are three major groups of options for each Mythender to go through: picking one Heart, one Past, and one Fate. This book comes with six standard choices for each group.

Playing Adventures **page 63**
The basic ideas for playing **Mythender**, covering the game's structure and rhythm.

Battling Myths & Gods
Tutorial Battle **page 75**
Core Battle Rules **111**
Your Heart's Gifts **page 161**
During the Mythmaster's turn, there is battle between the Mythenders and a Myth. The book starts with a step-by-step tutorial battle (which everyone new to **Mythender** should play). After that, the core rules and various Gifts available are detailed.

Mythender Moments **page 169**
During the Mythenders' turn, they may have moments about their humanity or about taking power and reshaping the world.

Murdering One Another **page 183**
Mythenders may also decide to murder one another. The rules for murder are quick, brutal, and unforgiving.

Corruption & Fate **page 187**
Here is the spectre looming over every Mythender: Mythic Corruption and Fate.

Mythic Norden **page 201**
Mythic Norden is the default world in **Mythender**. Here lies info on the various Myths, what the mortals are like, places where action can happen, and a sample adventure.

Being a Mythmaster **page 235**
Here are the rules and guidelines for being a Mythmaster and running a game of **Mythender**. If you've run other roleplaying games before, you are nonetheless highly encouraged to read through this to see how this game handles differently.

There are no secrets in **Mythender**. Every player is welcome to read this (and all other) chapters!

Metal & Drama

In many travelogue-style roleplaying games, the main characters go around to strange places, probably killing things and maybe righting what they see as wrongs. **Mythender** is no different, except that the characters are immensely powerful loci of change and destruction who risk becoming soon-to-be-axed-in-the-face gods if they aren't careful about the power they command.

There are two main ways that the game is played: as a heavy metal-blasting movie that would make Michael Bay and Zack Snyder blush, or as a deep drama about the personal struggle between needing power and the corruption it brings.

Mythender as Metal

If what you want is a game where you play out one crazy, deicide-rific battle after the next, great! Get over the top with describing how things explode all around you as you walk calmly to gut Fenris. If you love the fighty anime, this game works for those moments where two foes are flying through the air exchanging sword blows, or for foes at a distance throwing magic and raw power at each other.

You'll be spending most of your time playing in battles, and not much in between; just enough to get you to the next battle.

Mythender as Drama

If what you want is a game where you're emo about the choice between mortality and apotheosis, about what it means to be human and have a mortal soul, and the struggle between having the power to fix anything wrong with the world and the price of that power, then **Mythender**'s for you!

You'll be spending quite a bit of time playing outside of battles, interacting with the mortals of a place and struggling to get them to believe you're a human being. There will be moments where you'll battle, as the world still deserves your wrath.

Mixing Metal and Drama

Many groups will want both! **Mythender** is best when you're playing metal during a battle and getting your drama on afterward. Jumping a hundred feet in the air and causing an earthquake when you land during a battle is awesome! And dealing with the farmer whose land you just destroyed in that jump makes for great personal struggle and drama.

Playing This Game Wrong

The way to play this game wrong is to play a metal game when you want some time to explore your humanity (or lack thereof), or play emo when you want to burst into flames and sunder the heavens. Whether it's one player being too silly (or not silly enough), or the Mythmaster framing the game in a different direction than the rest of the group wants, speak up! It's your game, so have the fun you're looking for.

The Mythic Worlds

The world you and I live in is not the first world. This world of ours is the mortal world, almost entirely free of monsters and gods that force themselves on our lives and demand worship. Ours was the world forged by Mythenders destroying all that is Mythic.

The Time Before Ours

Before this mortal world, there were many Mythic Worlds—lands where gods and monsters were real and ruled over the mortals. These beings of Myth could change the land, the weather, everything around them…if enough mortals paid them in fear and respect.

Each Mythic World is a frightful land of extremes, with weather made hostile to those who do not pay respect, with creatures that prey on weak and weary mortals, with gods that create and destroy at whim.

These gods and monsters are known by the name "Myths," a word that today means "some made-up crap that ancient people used to explain stuff they didn't understand." That isn't what the word always meant, for they were not always just stories, and those ancient people understood very well how their world worked. It once meant "inhuman master" and "he who holds my fate."

The World is Alive

As powerful as the gods are, there is one thing more powerful: the land itself. Each Mythic World is alive, though not in any way that you or I could understand. It does not speak with words, but through the rumblings of earth and sky, and through its divine mouthpieces. The World is a bitch mother to its inhuman children, a wolf ready to rip the throats out of those who would threaten them. And just like any family, her children may fight amongst each other, but when someone from outside gets involved, they band together with the full power of their mother-world behind them.

Enter the Mythenders

Before written history, the Mythic Worlds fought each other for power—for ownership of mortal lives. Then the unexpected happened: mortals claimed Mythic power for themselves and warred against the Mythic Worlds.

That mortals have taken Mythic power was not new. The gods would grant those followers worthy power, as sorcerers who could command the elements, to giving a tribe the power to change into great beasts, and even granting apotheosis to those rare, special mortals that the Mythic World deemed bold enough to stand as gods. But these new mortals were different. They did not ask for power. They took it.

What was most unexpected: they did not seek to destroy gods in order to supplant them. That would be fine to the Mythic World, for that has happened before. No, they sought destruction for other goals: some for its own sake, some to make mortals free of Mythic oppression, some for revenge against the gods, and some merely because it suits their whim.

And they won. Many smaller, weaker Mythic Worlds died at the hands of these…enders of Myth. They created the first of the mortal lands, where no god could touch them. They created strange magics that kept monsters from invading, things we today call "history" and "time."

Mythenders handed the Mythic Worlds their collective asses, ripped in twain.

Mythic Norden

The greatest Worlds saw this onslaught and experienced a sensation they never before had: terror. But one World saw hope, for these Mythenders had one fatal flaw—to challenge the gods, they needed to steal power from the Mythic. This was the World of Norden—land of Odin, Thor, and Loki. This was a land of ice and peril, of grand warrior-cults, both living and dead.

It had a plan and shared it with the other Worlds: they would taint that power, mixing with it corruption. If these Mythenders would not willingly becomes gods, they would do so unwillingly.

And Norden continued to live while other Worlds died. Odin has been slaughtered countless times, but always with a fallen Mythender to replace him.

Mythic Norden is the default setting in Mythender. You can find more details in the **Mythic Norden** chapter on 201.

Other Mythic Worlds

There are many other Worlds not detailed in this book, including:

- Mythic Atlantis, where those cut off from the rest of the world rise up to end the Olympian Gods.
- Mythic Persia, where Mythenders bind djinn into themselves and fight to destroy the gods that forced their people to war.
- Mythic China, where a different kind of mortal, the Mythbinders, force the Celestial Bureaucracy to not stray from serving mortalkind.
- Mythic Japan, where power is bestowed to a handful of mortals during the Mejii Restoration, thanks to oni-slaying rifles.
- Mythic Inca, where Mythenders swore to make themselves as kings and masters over Myth, to force the Mythic World to kneel to the might of mortals.
- Mythic Yorùbá, there Mythenders must fight against their own divine mirrors, forged by the World's spirit of predestination.
- The Mythic Deep, where lesser Myths known as the Merfolk seek to become mortals and free themselves from their monstrous oppressors.
- And even The Mythic Now, where Myths have reborn into strange, new gods, and the descendants of ancient Mythenders awaken to fight off this new-old threat.

Mythenders: Archons of Destruction

You are...

…a walking slayer of gods, a force of nature. You are a living blizzard of chaos and doom. You are destruction incarnate. You leave in your wake the broken bodies and spirits of the Mythic World's nightmares.

…an independent being. No one is master over you. The only equals you know are other Mythenders. You go where you choose, you do what you will, for whatever reasons you hold.

…a cursed soul. You are damned to become the thing you hate most: a monster, a god, a Myth. Either this or death await you; there is no future life of peace.

…a lonely mortal, still capable of feeling. You seem inhuman to all mortalkind, but you still have the soul that knows joy and pain. If they ever lose that, they will fall and become a Myth.

…a badass motherfucker with a complicated existence. Enough said.

Your Weapons

Mythenders may carry swords, spears, axes, or any other implements of war, but these are merely tools. Your true power lies in what are known as your *Weapons*—iconic elements given glorious purpose through stolen Mythic Power. It's with these Weapons that you have the might to slaughter the Mythic World.

Some of you hold their superior training and talent as a Weapon. That you are the best swordsman or tactician is in and of itself a Weapon. Everything in your hands becomes an instrument of destruction because you see the lethality in all things.

Others of you wield deep convictions and emotions as Weapons. Through hatred, sorrow, or righteous belief, your hands can be made to punch through any armor.

You might possess items that are truly important to you: heirlooms, gifts from mentors and leaders, even those forged from earlier kills and rights of passage. The sheer importance turns these relics into something far more than they once were, coursing with power and savagery, be they swords, books, jewelry, or crowns.

Some mortals will vow to you, sundering forever their free will to accept the Mythic Power that you possess. You may command vast armies, a handful of skilled warriors, or beasts of the forest. You may have even captured and bound Myths to your service, in exchange for sparing their lives…for now.

And a few of you possess sorcerous gifts only made possible by your stolen power. Mastery of lightning and fire, the gift of speaking to spirits and making them heed your commands, and many other effects from your sheer force of will are all possible within the Mythic World.

Your Fate

The very Mythic Power that enables you to End these gods and monsters will also be your downfall. The Mythic World pumps into you dreams of becoming a horrible god, and with every beat of your Heart, fights inside you to consume whatever's left of your mortal soul.

Unless you die a mortal death, it will win, for you can never again become purely mortal. Perhaps if you destroy everything in the Mythic World, you'll regain that precious mortality, but that is a long road with an uncertain end.

This corruption continually emanates from you, making you a walking scar upon the land. Your very presence turns the world a little more extreme, more Mythic—storms forever surrounding you, animals going feral, the spirits of the dead rising and speaking to mortals, or people forced to feel things just because you walk into a village.

Because of this, all mortals know you instantly as a Mythender. They fear you, as well they should—you can slaughter every single one of them without effort, and the Mythic World would reward you for such horrible acts.

And as you take on more and more power, through battle and through terrorizing mortals for power, if you so choose, your physical body changes to become more horrific, more inhuman. In this change, you are less able to resist the corrupting effects of your power, and each step down that dangerous road means a step closer to dark apotheosis.

Yet, if you do not take on this power, you will fail in your quest to rid mortals of Mythickind.

The only way you can fight against the corrupting influence is to keep reconnecting with mortals, to remind your Mythic heart of its mortal heritage. And that means going to mortals who fear you for the destructive, alien force of nature that you are.

How did I Become a Mythender?

Becoming a Mythender starts with a catastrophic change. Great loss, unquenchable desire, even death itself can turn a mortal into a Mythender. Uncountable stories describe the genesis of a Mythender, but there is always one thing that's the same: your heart stops for a moment, lying silent in your chest. When it starts again, a fire burns with each beat. That is the lifeblood of the Mythic World mixing with yours.

Once this happens, everything changes. Your mortal heart dies, and your Mythic Heart lives. This is the one thing in all the Worlds that cannot be undone.

Powers & Strengths

You can end Myths

You and your kind are the only beings in existence that can kill and unmake gods and monsters. You are the only beings that can attack and destroy the entire world of Myth.

You have strength and will beyond mortalkind

You are stronger, faster, and more resilient than any mortal, thanks to your Mythic Heart. You can level towns and slaughter mortal armies with only slight effort.

Your are nearly immortal

You are invulnerable to any harm from mortalkind. Only a Myth or fellow Mythender has a chance of killing you, and even then it is with great effort and risk. Any wounds that do not kill you are healed within minutes. Even time itself will not harm you—you've become an ageless being.

You know hidden knowledge upon sight

With just a glimpse, you know the name and surface thought of every mortal you see. With a moment's concentration, you can see into the heart and past of a mortal. You know truth from lie, fact from delusion. You also know a Myth and those with Mythic power upon sight, as well as the eddies of magic and will that surround a Blight.

You can perform miracles

You can heal the sick, raise the recently dead, summon or beat back raging storms, conjure or calm infernos, will or dismiss plague and famine, and so much more—powers granted by your Fate. It need only take a moment to ask your Mythic Heart for the power, and your will shall be done.

You can draw power through fear and worship

You share with Myths the ability to take more power from mortal fear and worship. Terrorizing them or performing grand miracles will corrupt you, but bring with it the power to continue your battles.

You can attempt to bond with mortals

You can spend time with mortals, to get to know them, and to try to get them to see the man or woman that you are. When you do, the sympathy a mortal shows will calm your Heart, bringing you back from the precipice of Myth. But you risk destroying mortals as you open up to them.

Limitations & Burdens

You can never disguise yourself

You cannot change your form to appear as another being, nor pretend that you are mortal or wholly of Norden. Every mortal and Myth instantly knows your name, and mortals know to address you as Lord or Lady Mythender.

You can never hide

You cannot escape notice, for the power of your Heart will not allow it. It is like an ever-burning lantern in the minds of those around you. Even if you cannot be immediately seen, your presence cannot help but be felt.

You cannot easily undo a Blight

Your power does not allow you to casually sweep aside a Blight—a moment where Norden puts its full force to bear to terrorize mortals. You may push back against these Blights with miracles of your own, but such things will tax you and tempt you into drawing more power from your Mythic Heart. And should you ignore these moments, the terror they inspire in mortals will fuel the Myths you will fight.

You cannot bond with mortals easily

You need the friendship and sympathy of mortals to keep yourself from becoming a Myth, but they all fear you. From the first moment a mortal sees you, they see only a fearful titan that can rip their world asunder. You will need to fight to gain their trust and understanding, and you will have to do so without any of your Heart's powers.

You cannot avoid drawing power from mortals

You will draw power from mortals, even when you don't want to. You will cause fear and worship when you perform miracles in front of them. And when you do, you will taste what Myths taste—the power mortals can give you. Perhaps you will do this intentionally; perhaps you will always try to avoid this. But you cannot stop the flow of power and corruption that comes from acting in the eyes of mortals.

You cannot avoid the witness of mortals

This becomes the most dangerous limitation of all. Every time you act with your Mythic Heart—battle, perform miracles, fight Blights—Fate will ensure that mortals will witness your deeds. And Fate will make sure you feel them as they bow to your power. There is no privacy for a Mythender, not when it's most important.

You cannot escape fate

You will either die by the hands of another Mythic being, or you will fall and become a Myth. And even then, you will eventually die at the hands of another Mythender. You will be killed by one of your own—a thought your Heart reminds you of every night. The question is: how much can you do before that comes to pass?

Game Terminology

These words are used through out this game, either a mechanics or as story elements. You do not need to memorize this list; it's here to help you should you need to remember or explain what something is.

Adventure: a quest in the Mythic World to End a god

Apotheosis: becoming a god

Be Awesome: the guiding principle of actions in **Mythender**

Blight: a scar on the world that bursts with power

Bonds: the reasons Mythender's don't just kill each other

Corruption: the measure of how much Mythic power is flowing through a Mythender's veins, making him more vulnerable to falling

Deicide: the killing of a god

Ending: to kill a Myth in a way that utterly unmakes it, severing its connection to the Mythic World and turning into a faint memory in mortal minds

Falling: a Mythender being overwhelmed by Mythic power and forced to apotheosis

Fate: the pull that the Mythic World has on a Mythender, to cause him or her to fall

Fate's Dream: a dream had every night by Mythenders that whispers of their fate to become a god

Fate's Power: dominion over mortals and the world that your Mythic Heart grants you

Form: the physical manifestation of a Mythender, either her mortal form or one of the Mythic forms she takes as she gains corruption

Gathering Rage: the continuing power a Myth builds up during battle

Gift: a special battle ability granted each time you step closer to your fate

God: a Greater Myth that rules over the land, mortals, and other Myths (e.g. Odin, Thor)

Greater Myth: the supreme Myths, both gods and the greatest of monsters, that command the most power and respect

Horde: a massive number of Lesser Myths or those serving a Mythender

Lesser Myth: smaller Myths, often collected in large numbers, who harvest minor power from terrorizing mortals; they almost always serve Greater Myths

Moment in Time: a short scene or part of a scene outside of battle when a Mythender explores either her human or Mythic side

Mortal: a poor soul forced to live in a horrible world of Myths and Mythenders

Murder: the act of one Mythender killing another

Myth: a monster or god in the Mythic World that gains power through mortal fear and worship

Mythender: a mortal infused with power who has sworn to End the Mythic World

Mythic: the most overused word in this book

Mythic Heart: the part of a Mythender that is directly tied to the Mythic World, pumping power alongside blood with each beat; this gives the Mythenders their power to End Myths

Mythic Power: raw power that flows from the Mythic World into all beings with Mythic Hearts; also, an convenient excuse for doing anything crazy-badass

Mythic World: a world with a living soul that gains power by creating gods and monsters

Mythmaster: one of you people, playing a special role involving everyone else in the Mythic World who aren't Mythenders

Persona Sheet: a sheet with information about your character's past and personality

Personal Blight: a minor Blight that forever surrounds a Mythender

Player: one of you people, playing a Mythender

Playsheet: a sheet with character information and places for dice & tokens during play

Pushing Forward: describing the result & effects of an action

Set: an evocative place or backdrop where a battle happens

Slaughter: what Mythenders and Myths can do to mortals without even trying

Weapon: an iconic part of a Mythender or Myth that is used to End another being

Wound: beyond the physical meaning of the word, into something that pierces into the very soul of a Mythender or Myth, threatening to End it

Dice & Tokens

Bonus dice: dice that you'll put away after your action is over

Lightning tokens: tokens or points that are used to Wound your foe, as well as to create and destroy Blights

Might tokens: tokens or points that are used to power Gifts

Mythic die: the iconic die that is used whenever Mythic power is used in battle

Storm dice: measure of how much raw power you can gain from this action in battle; successes give Thunder dice

Thunder dice: measure of how much presence and command you have in the battle, both to set against your foe and to resist your foe's wounds; successes give you Lightning tokens

What you Need to Play

Players and Characters

Players

Mythender takes three to five players: two to four playing the roles of Mythenders, and one playing the role of the Mythmaster—the person who will play out the Mythic World and everyone else inside it.

This game does not work well for more than four Mythenders. And by "not work well" I mean "you will have a horrible time."

Characters

Each person playing a Mythender will need a Mythender created, either fresh or a pre-generated Mythender. The Mythmaster will need some Myths ready to be Ended, and a list of names for mortals encountered.

If you're playing in Mythic Norden, the stuff for the Mythmaster is already made in the that chapter (starting on page 201).

The Table

This game requires you to use playsheets—paper that you'll put dice & tokens on, and write on & erase throughout play. You'll need a flat surface for each person. In addition, the dice and tokens are communal; all the players, including the Mythmaster, share them as they gain and lose things. So, this game is best played around a table where everyone can reach things and have enough surface area for their playsheets.

Hands

This game requires hands. That might be weird to say, but it's important to note because Mythender uses tactile experiences to enhance play—holding a fistful of dice is fun!

While you're always free to play this over voice chat services and online die rollers, you might find the game lesser fun than if you're holding your Mythender's ultimate might in your very hands. Plus, an online die roller will probably be a pain in the ass to constantly tweak for your constantly changing multi-colored die pools.

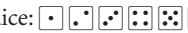
Fair Warning!

Mythender has quite a few moving parts! Don't worry, each one has a space on the playsheets (see following pages) to help you play the game. Using all this is explained later in the rules. For now, you should just know what materials you'll need for play.

Dice and Tokens

All the many dice of Mythender are six-sided dice. You'll need four different sorts of dice: three of them should be smaller dice, of three different colors; one type should be larger & heavier.

Storm Dice

Storm dice are represented by white dice: . You'll need 30-40 in order for everyone to hold onto their dice. If you have fewer, you can share, but you may need as many as 15 at any given point.

Thunder Dice

Thunder dice are represented by black dice: . You'll need at least a hundred for the group, the more the better. Holding onto your own Thunder dice is a key part of the game. If you run out of Thunder dice, use some sort of counter to keep track of how many you have, as it constantly changes with every turn.

Bonus Dice

Bonus Thunder dice are represented by red dice: . You'll only need ten or twelve for the group, as they aren't held onto when a turn is over.

There are times when you'll also get bonus Storm dice, but for those you'll use the same white dice as normal Storm. Thunder is kept track of from one moment to the next.

The Mythic Die

The Mythic die is represented by a larger die than all the others: . Having one die is enough, though if each Mythender has their own Mythic die, all the better.

Lightning Tokens

Lightning is represented by tokens. You'll need at least a hundred, though it's easy to do if you have some that represent 1 Lightning and some that represent 10 Lightning. Plastic crystals that are sold in many hobby stores are cheap and come in different sizes. And they look a little like captured lightning, with the right imagination.

Might Tokens

Might is also represented by tokens. You'll need around 70, though you can make that easier by splitting them up into denominations of 1 and 5. Metal coins make great Might tokens—pennies and nickels and easy to get, or get some fancy metal gaming coins.

Holy Crap! That's a Lot of Stuff!

If that's too many dice for you, go & have fun with a different game. No hard feelings; no game is for everyone. But if you want to embrace rolling fistfuls of dice while shouting "I'MMA KILL YOUR FACE ODIN!" then you've come to the right place.

Material Suggestions

12mm dice are great for Storm, Thunder, & bonus Thunder dice. You might be rolling 40 dice during later actions, so have dice that fit in your hands. Have something at least twice as large or heavy for Mythic dice. My favorite are stone dice from the Smithsonian Natural History Museum.

Mythender Playsheets

Each person playing a Mythender needs a Mythender playsheet. It's called a playsheet because you'll set it on the table and play on it, like a little paper board or place mat.

The game has a number of moving parts that constantly change during every turn, requiring you to grab or put back different dice and tokens, as well as remember how many you have at any given time. The corners give you a place to put these dice and tokens so that you remember what they're called while playing the game.

It also needs you to check boxes and occasionally erase the checks, as you gain and lose things over the course of an adventure, so make sure you're using pencil while playing.

You'll fill in the sheet in **Creating Your Mythender, starting on page 27**. The sheet has a few quick reference boxes, so that you don't have to keep looking up basic options.

Parts of the Playsheet

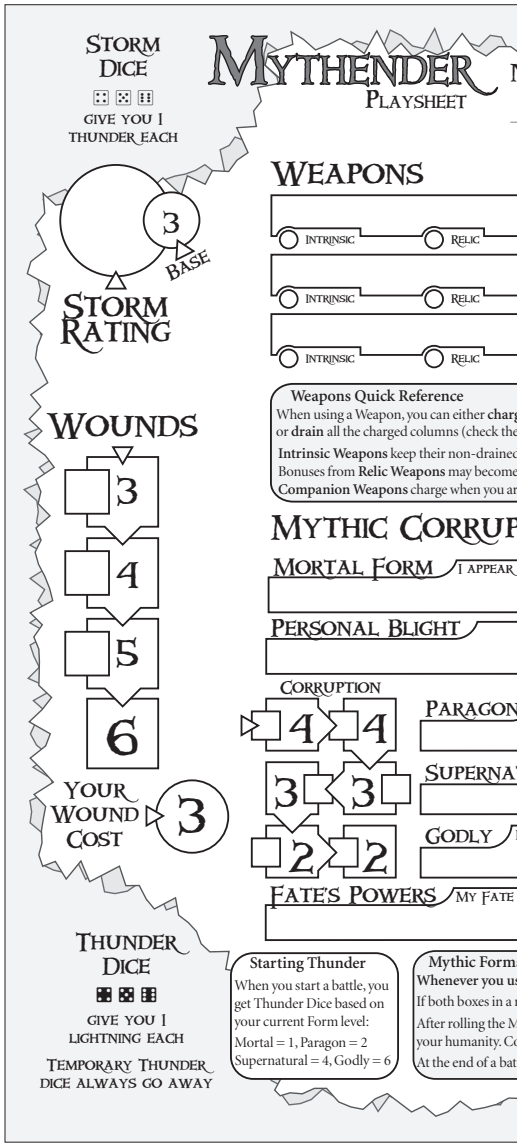
How each of these parts work are covered in chapters to come, but here are the basics:

Name: at the top, you'll write your character's name, your name as the player, and the Past, Heart, and Fate chosen during Mythender creation.

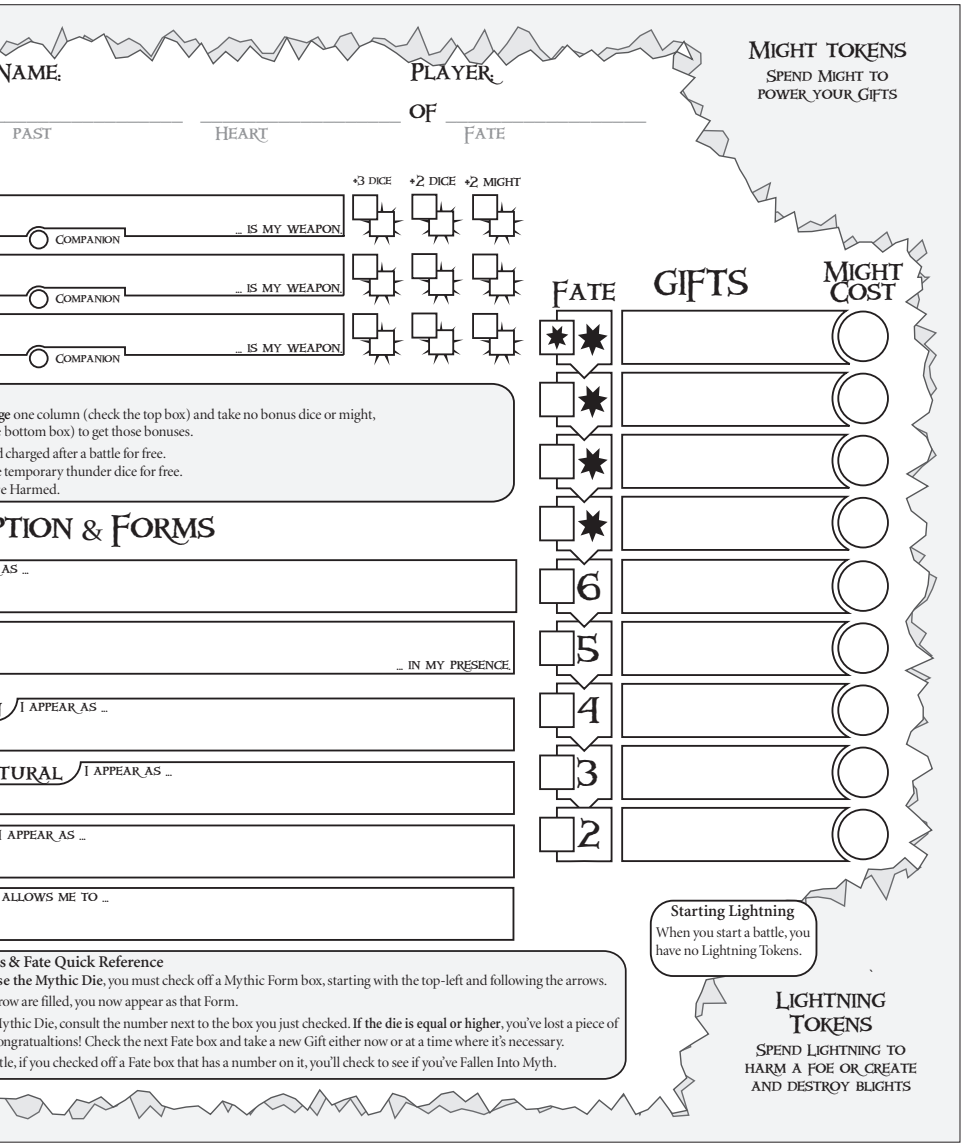
Dice & Tokens: on each corner is a space for you to keep your Storm dice, Thunder dice, Lightning tokens, and Might tokens separate. There are quick references to remind you how they work.

Wounds: here's where you'll keep track of when you're Wounded in battle, and your Wound Cost, which is always 3 for Mythenders.

Weapons: these are your three Weapons, used in battle against Myths. They charge and drain as you fight.



Mythic Corruption & Forms: these are your telltale signs of corruption. The Personal Blight is the effect you constantly have around you. Your Mortal Form is how you look normally. The other three Forms are what you become as you check the Corruption boxes to the left of them. And your Fate's Power is the thing that your Mythic Heart allows you to do.



FATE: to the far right, this track shows how much mortality you've lost and how close you are to becoming a god. If you check far enough down to the boxes with numbers, you'll have to roll a die at the end of a battle to see if you become a god.

The first one is permanent, so there's no check box there.

GIFTS: next to each line on the track is a slot for a Gift. Gifts change how the rules work for you in a battle, and most require you to spend Might tokens to use.

NUMBERS: the numbers next to your Forms are CORRUPTION NUMBERS, and on the Fate track are APOTHEOSIS NUMBERS.

Mythender Persona Sheets

Each person playing a Mythender may also get a Persona Sheet. You'll use this during Mythender creation to answer the questions about your character.

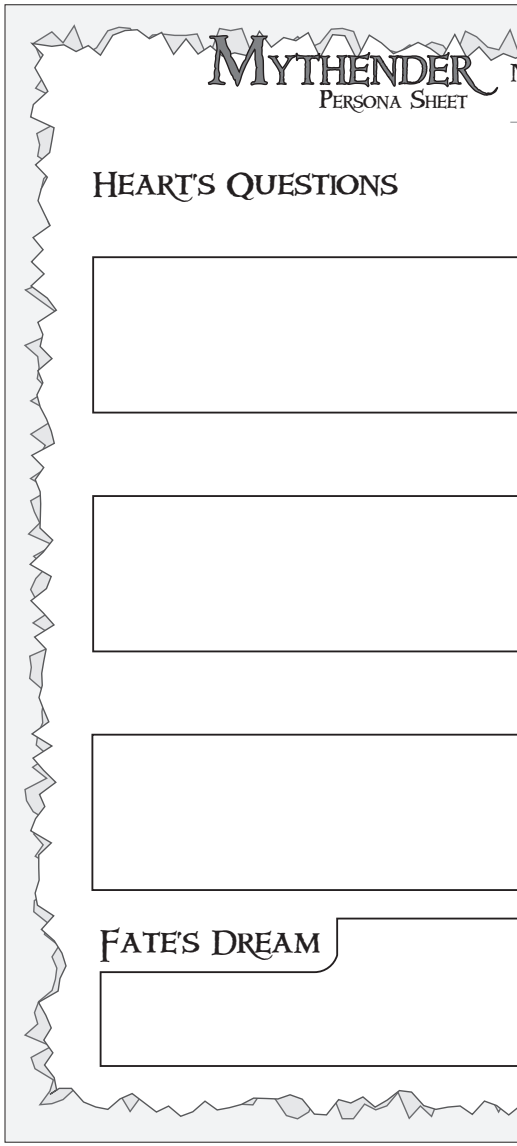
Name: this is the same as on the playsheet.

Heart's Questions: the Heart you pick will have three questions. Here, you'll write down the questions and their answers.

Past's Questions: the Past you pick will also have three questions. As with Hearts, you'll write down the questions and their answers.

Fate's Dream: the Fate you pick will haunt you every night with a dream of the god you're destined to become. Here, you'll write that dream down.

Note: if you're doing quick Mythender creation, you won't need this sheet. It's there for when you can take the time to fully flesh out your Mythender's background, motivations, and nature.



NAME: PLAYER:

OF

PAST HEART FATE

PAST'S QUESTIONS

Myth Playsheets

As the Mythmaster, you'll need a Myth Playsheet for each foe the characters will face. These are similar to the Mythender playsheets, so that you and the other players use the same sort of setup during battle.

Each Myth has a different set of stats and Weapons. The Myths for Mythic Norden are detailed in their own chapter. There's advice for making your own Myths in the Mythmaster's chapter.

Parts of the Playsheet

How each of these parts work are covered in chapters to come, but here are the basics:

Name & Description: at the top, you'll write the Myth's name or title and its description.

Dice & Tokens: on each corner is a space for you to keep the Myth's Storm dice, Thunder dice, Lightning tokens, and Might tokens separate. There's also a quick reference to remind you how they work.

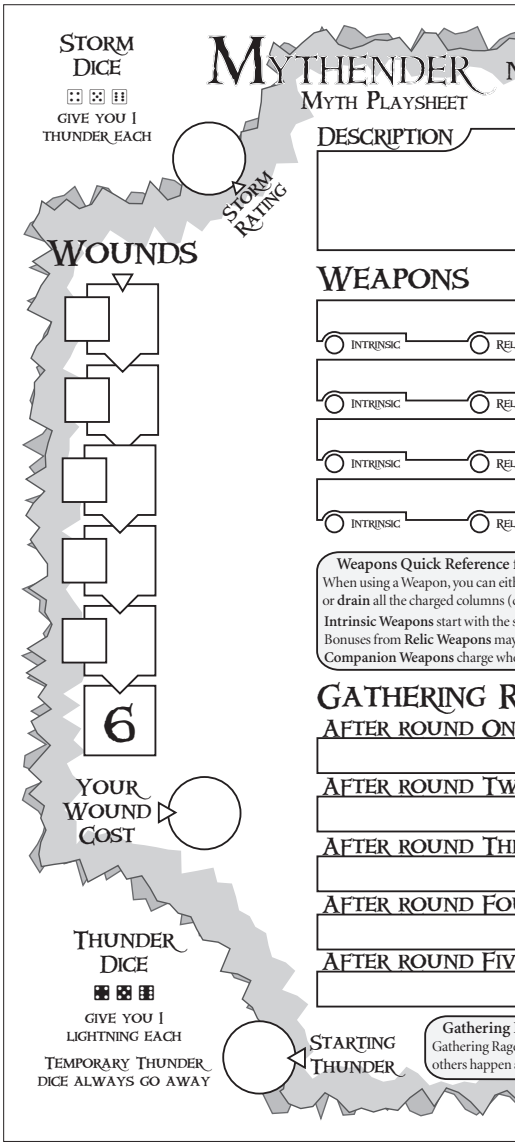
The Storm rating, starting Thunder and Might, and Might recharge vary for each Myth. Note that Myths have a Might Recharge section and Mythenders don't.

Wounds: here's where you'll keep track of when the Myth is Wounded in battle, and its Wound Cost, which varies for each Myth.

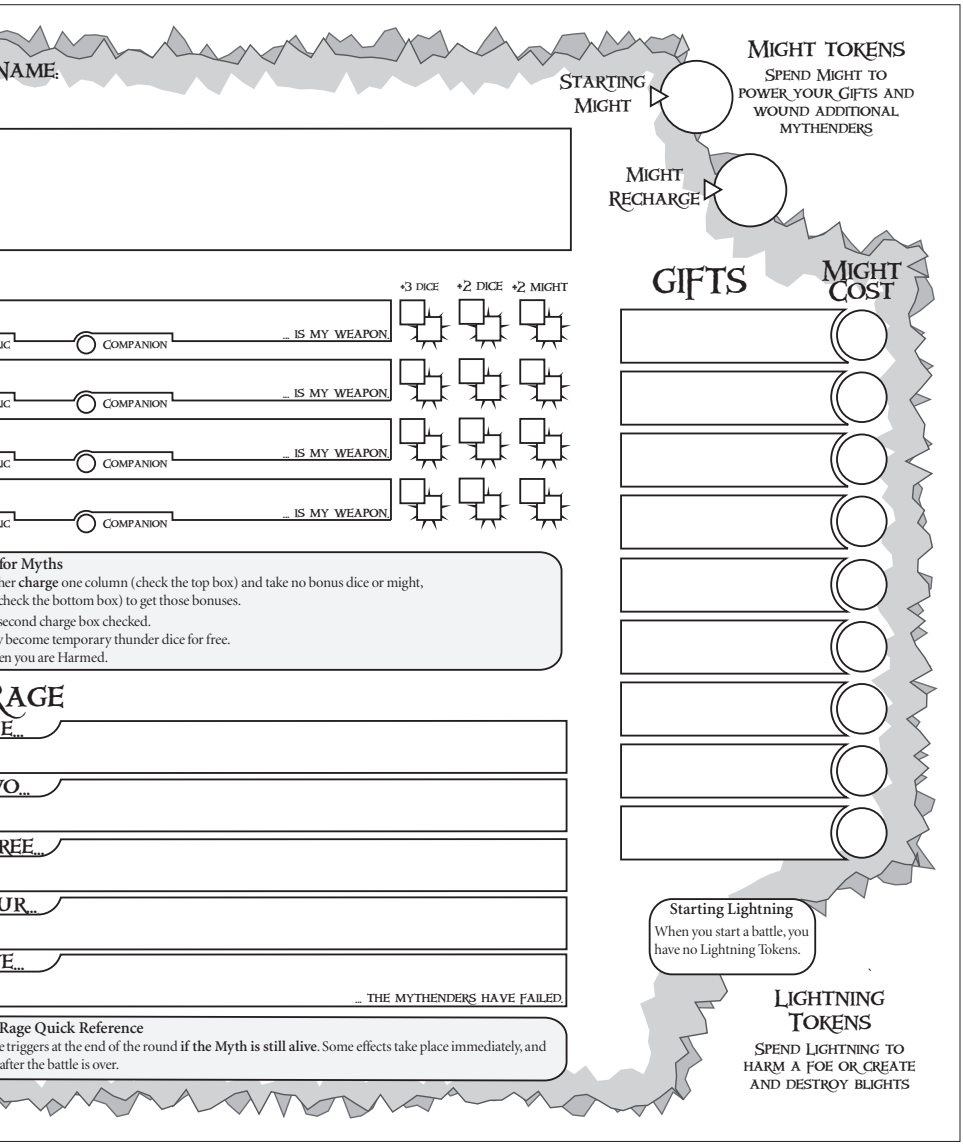
The Wound cost, number of boxes, and their corresponding Wound numbers vary for each Myth.

Weapons: these are the Myth's Weapons, used in battle against Mythenders.

Lesser Myths only have three Weapons. Gods & Greater Myths have four.



Gathering Rage: different effects are triggered at the end of each round, if the Myth is still alive. Battles always end after five rounds; if they last that long, the Mythenders have given the Myth too much time.



GIFTS: as with Mythenders, Gifts allow the Myth to change how the rules work for them in a battle, and most require spending Might tokens to trigger. Lesser Myths have three or four Gifts, while Greater Myths have more.

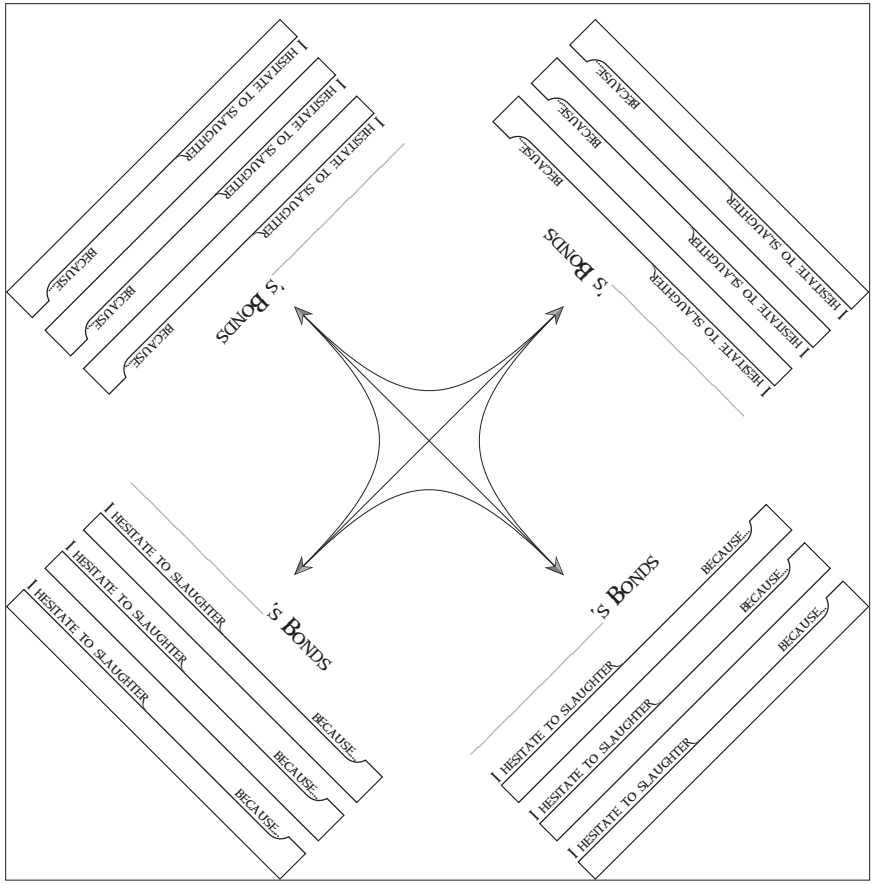
Lesser Myths and the Myth Playsheet

Since Lesser Myths have fewer Wound boxes, Weapons, and Gifts, when you're making a sheet for one, cross out what you're not using, so it's clear to everyone.

Bonds Sheet

Mythenders are bonded to one another through how they feel…or, more importantly, why they don't either walk away from or slaughter each other. These are represented by their Bonds. These Bonds are recorded on the group's Bonds Sheet.

The group shares this one sheet, as a symbol that they are together to end Myths. During Mythender creation, you'll come up with these bonds. In case you're wondering how these might be used in play, they're used when you decide to break these Bonds by Murdering Another Mythender (page 184).



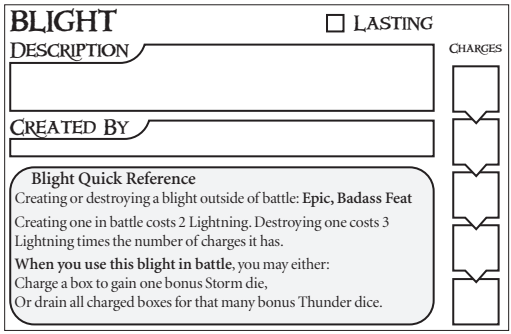
Blight Cards & Other Things

Blight Cards

Another part of **Mythender** are Blights, Mythic scars on the land that continually gushes power (see Blights, page 122). Both Mythenders and Myths create, manipulate, and destroy Blights. These are recorded on Blight Cards.

Unlike playsheets, you don't put dice or tokens on these cards. They're meant to be handed around as they're used and ripped up when destroyed. You can easily make rough versions of these with index cards or pieces of paper.

Parts of the Card



Description: here you'll write what the Blight looks like.

Created by: write who created this Blight, as a Myth's Blight can only be used by a Myth, and a Mythender's Blight can only be used by that or another Mythender.

Lasting: you'll mark if this Blight is persistent; otherwise, it goes away after a Battle.

Charges: as the Blight is used, it will be charged and drained.

Other Things

You may want to use paper for other bits, like recording the names of mortals that the Mythenders don't just immediately slaughter.

References

You might want to print out and have handy the following:

- **Creating Your Mythender, page 28** (useful as a quick reference)
- **Battle in Brief, page 158**
- **Moments in Brief, page 182**
- **Your Heart's Gifts, starting on page 161**
- **Tutorial Battle, starting on page 75**
- **Mythenders' Powers & Burdens, page 10 & 11**
- **Mythmaster Key Techniques, page 250**

You can download all these at MythenderRPG.com.

Creating Your Mythender

Creating Your Mythender

Before you create your Mythender, read the **What is Mythender?** chapter, starting on page 1, to understand what Mythenders are.

To make your Mythender, start by picking three things out from lists—your Mythender's Heart, Past, and Fate. Those will give you the basis for your character. From there, come up with your Weapons, Forms, and Bonds with the other Mythenders. Then finish up with some final things to note down, and you're ready to play.

You will need a Mythender persona sheet and playsheet for each character, and the Bonds sheet for the group.

Choosing your Heart, Past, and Fate **page 30**
Each Mythender has a Heart, Past, and Fate—what sort of Mythender you are and what sort of mortal you were before gaining your Mythic Heart, and what kind of god you're fated to become. After you've chosen them, you'll answer the questions they list.

Forging Your Weapons **page 32**
Each Mythender has three special ways that they project the power to sunder gods. You'll come up with your Weapons—talents, emotions, items of power, or allies and traveling companions. Your Heart and Past have suggestions for Weapons to get you started.

Damning Your Mythender **page 34**
Each Mythender is constantly tempted by the draw of Mythic Power to become a god: a Myth. Your Fate has a dark dream of apotheosis you have every night, and two different takes on the horror that you'll become as you take in more of the Mythic power.

Bonding to the Others **page 36**
Traveling with other powerful god- and monster-slayers is no small deal. What it is about the others that makes you want to journey with them, rather than leave them or kill them so they do not become Myths? The Past you chose will have Bonds listed on it.

Finishing Up **page 37**
The last things you'll need are to write down your first Gift, your base Storm rating, and your starting Might.

Mythenders and Religion

Some people wonder if Mythenders can believe in a religion, like the Norse gods, Christianity, Islam, Zoroastrianism, Hinduism, whatever. Mythenders aren't inherently atheists. You could always worship a god of gods that you want to see not Ended. Or worship gods that you do want to see Ended. Mythenders aren't simple beings.

Some people also wonder if you can End the God of Abraham. Fuck, you're a Mythender. Who's gonna tell you "no?"

Full Mythender Creation

If you have time, ninety minutes or so, you can do full Mythender creation—where you write down the answers to each question in your Heart and Past, come up with your own Weapons & Fate, and fill in all the Bonds. Use the persona sheet for the Heart and Past answers, and for your Fate's Dream.

The pages for your Heart and Past have blank spaces under the questions so that you can print them out from the PDF and fill them in, if you'd prefer to do that.

Quick Mythender Creation

If you don't have time for full Mythender creation, such as if you're running a single session at a convention, you can do the quick method that involves just thinking briefly about each question, picking Weapons from your lists, using the Fate exactly as listed, and choosing only one Bond. Each section will tell you how to do the quick method. You don't need personal sheets for this method.

If you do this, you can always revise your Mythender later if you're going to play again (provided he or she survives), or fill in Bonds during play.

Revising in Play

Sometimes, an idea you have at character creation just doesn't work in play. A Weapon might end up sucking, or a Form doesn't sound as interesting. When that happens, revise it in play! Just take a moment to narrate how your character changes in that moment—maybe a dull Weapon transforms into something more interesting, or that more interesting one is just found on the ground thanks to destiny.

Likewise, you can leave things blank, as long as you're willing to deal with having to make up new stuff on the spot during play.

This should give you the freedom to not struggle too hard with ideas. If you're not feeling enough inspiration to finish your character before playing, let playing further inspire you.

The Popular Culture Method

Another way to go about doing character creation is to first talk a bit about what Mythenders are and the premise of the game, and then ask them about pop culture characters they want to pattern after. With those touchstones, the Mythmaster can walk through character creation with the players, helping them make choices that make sense for their touchstone.

Namely, the Mythmaster can pick appropriate Hearts, Pasts, and Fates, and help come up with Weapons and Forms appropriate to that idea. This is sometimes easier than coming up with a full Mythender concept from scratch, if a player is interesting in this idea.

Choosing your Heart, Past, and Fate

The first step to creating your Mythender is picking your Mythender's Heart, Past, and Fate. Choosing these will inform the rest of character creation.

You can choose these in any order. For some people, it makes sense to choose the sort of badass character they are right away (Heart); for others, they like to start with the origin of the person (Past). *Just make sure you choose all three before proceeding further!*

If you're new to **Mythender**, just pick whichever sounds coolest or most exciting. Don't worry about the details.

The following are listed in the order I like to present them to new players.

Heart

Your Heart tells everyone what sort of badass god-killer you are. Each one has a description, three questions to answer, some ideas for Weapons, and your first Gift.

Warrior **page 40**
who values the power of skill and might

Crusader **page 41**
who values the power of belief and conviction

Commander **page 42**
who values the power of men and trust

Bearer **page 43**
who values the power of relics and destiny

Tempest **page 44**
who values the power of magic and sacrifice

Loremaster **page 45**
who values the power of intellect and patience

Past

Your Past tells everyone what sort of person you were before becoming a Mythender. Each one has a description, three questions to answer, some more ideas for Weapons, and your Bonds.

Noble **page 48**
who knows the pressures of ruling and the expectations of a people

Child **page 49**
who has suffered unimaginable cruelties and is forever hardened

Mourner **page 50**
who has brought loss upon himself and bears a heavy cross

Apostate **page 51**
who once served the Mythic world's gods before seeing them for what they are

Exile **page 52**
who had been apart from mortals long before becoming a Mythender

Abomination **page 53**
who struggles with both his mortal and Mythic parentage

Fate

Your Fate tells everyone what sort of god you will become when all humanity is lost and you join the ranks of the Mythic world. You have had a dream every night of the god you'll become, and this Fate curses you with the blight, forms, and powers from that impending apotheosis.

God of Judgment **page 56**
who will pass judgment and enforce order throughout the worlds

God of Death **page 57**
who will rule viciously over the souls of the departed

God of War **page 58**
who will forever drench mankind in the blood of their foes and fellows

God of Life **page 59**
who will shape the cycle of creation with a firm hand

God of Love **page 60**
who will force all hearts to wear chains of devotion and need

God of Chaos **page 61**
who will doom mortalkind to the beautiful whims of entropy and chance

Advice for Getting Things Started

A great way to put these choices out there for the players is to print out their sheets, cut them down the middle to separate each pair of Heart, Past, and Fate, and read out the short descriptor while putting the sheets down in the middle of the table. Have them pick up the pages and look them over, and write directly on them rather than a separate Persona sheet. This does mean that unless you print out multiples, you'll only have one page for each option—though, I've never found that to be a problem.

Advice if Players Get Stuck

Sometimes people will get hung up on a piece of character creation, most often what one of the Heart or Past questions means. You should interpret those as you will; nothing is worth getting bogged down over. Make a short, quick decision and move on, then come back to that if you need to change it or flesh it out. And please, please, feel free to ask everyone at the table for ideas! Several of you are, just by nature, going to be more creative than one person alone.

Going Too Far

All that said, don't jump the gun and offer advice before someone else has asked. Some people just take a bit to think or articulate ideas. Slow your roll and gave them that space. And whatever you do, don't say "You know what would be more awesome…"

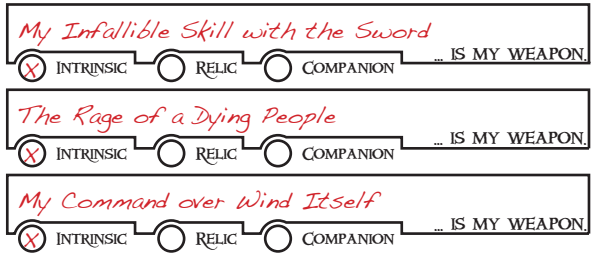
Forging Your Weapons

There are three things so important to you as a Mythender that your Mythic Heart has given them power in battle. These Weapons are what you use to unmake these so-called gods.

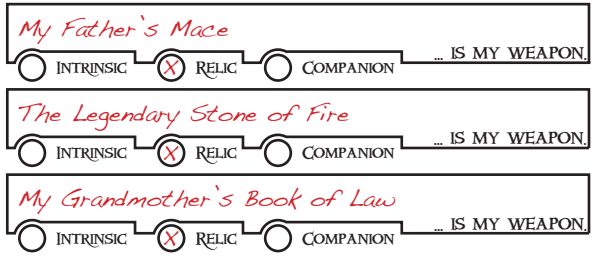
Types of Weapons

There are three types of Weapons: Intrinsic, Relic, and Companion.

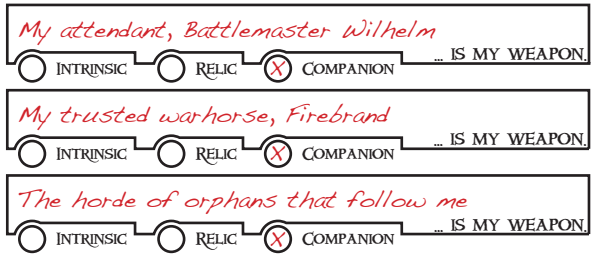
Intrinsic Weapons are qualities from within that you constantly demonstrate against your foes. Intrinsic Weapons can take the form of skills, others are emotions, talents, beliefs, etc.



Relic Weapons are items of power that have personal meaning. Relic Weapons can take the form of literal weapons, holy symbols, heirlooms, mysterious artifacts, etc.



Companion Weapons are those who travel with you, cursed or blessed to never leave your side and to die for you. Companion Weapons can take the form of mortals, animals, armies, Mythic beings, etc.



Restrictions on Weapon Types

When making your three Weapons, they cannot be all of the same type. You may have two of one type and one of another, or all three of different types.

Coming Up With Your Weapons

Your Heart and Past have ideas for Weapons. Use them as-is, tweak them to fit your character, or come up with other ideas that make you eager to slaughter Myths.

Write your Weapons by filling in the line "_____ …is my Weapon." Make each one personal. These aren't just anyone's Weapons. They're yours.

Picking a Good Weapon

When it comes to making a good Weapon, ask yourself for each one: *"How will I slaughter gods and monsters with this Weapon?"*

If you know the answer, it's probably a good Weapon. If you don't, then it's certainly not.

How much detail for each Weapon?

Put as much detail as you like, whatever is enough to inspire you to play an exciting godkiller, and whatever's enough to make it clear what that Weapon means to everyone else at the table. If you find that you added too much or not enough to your idea, change it in play.

Look at the other Hearts & Pasts

The other Hearts & Pasts may have Weapon ideas that fit your concept, or may inspire more ideas. Don't feel restricted to just your lists.

Quick Weapon Creation

If you're doing quick creation, pick three Weapons from your lists. You can tweak them if inspiration immediately strikes, such as changing "My Father's Mace" to "My Mother's Mace" or "My Mentor's Lance." If you immediately have an idea for a Weapon that isn't on that list, then go ahead and write it down.

Often, people will have a strong, original idea for one or two Weapons on short notice. The lists exist so that you can come up with all three within five minutes. Don't worry about them fitting perfectly to a vision; either you'll discover how that Weapon works, or you'll come up with a new idea during play.

If you absolutely cannot come up with an idea and cannot make any of the Weapons on your lists fit your concept, you can leave one Weapon blank, to be filled in during play.

Your Weapons Are Inseparable

Your Mythic Heart is connected to these Weapons just as it is connected to you. Your Weapons can never be truly lost or stolen. One may be briefly knocked out of your hands or otherwise momentarily denied, but only until you choose to regain it. You might wait to regain your weapon simply to create an opportunity to fight your way to regain something personally connected to you and to show the Mythic World that you will not be stopped.

Differences Between Weapon Types

If you're curious, you can find out more about the differences between Intrinsic, Relic, and Companion Weapons in **Charge or Drain Your Weapon (page 128)**.

Damning Your Mythender

Your Mythic Heart corrupts you with every beat. It haunts your dreams, twists the world around you, and slowly changes you into the vile Myth it demands you to be. You are cursed and damned by this Fate.

Your Mortal Form

It's important to note how you appear normally, since that changes as you become more Mythic. In the Mortal Form box, write down a few words about what's notable: are you a large or small person? Do you wear anything special? Do you have any markings? What does your skin & hair look like?

Your Fate

You know that your Fate is to become a god, and are reminded of this every night by your Dream, every day by your Personal Blight, and every time you steal Mythic power by the way your appearance changes to be less mortal.

The Fate you chose earlier has two different takes on all this filled out for you. Pick one.

Your Dream

Every night, your Heart sings a lullaby of temptation and power, a glimpse of your beautiful and horrific future. This is your Fate's Dream. These are not nightmares; those scared by such a dream lack the will to be a Mythender. But it never relents. Sleep offers no respite from your trials.

Your Personal Blight

Your Fate constantly leaks into the world around you, making a small but noticeable impact everywhere you go. This is your Personal Blight. It's a constant effect that alters one thing, be it weather, animals, or mortal feelings. You may never turn this off, though you may use it to power your fight against gods.

On your playsheet, the Personal Blight space ends with ...in my presence to remind you that it's a permanent, horrific effect you're powerless to stop.

Multiple Mythenders and Contradicting Blights: if the Mythenders have personal blights that contradict one another, cool! Totally workable. Whoever is the focus in the moment has the dominant effect.

Your Forms

As you take on more Mythic Power, your physical form changes to become more like the god in your Dream. Your Fate lists the three forms you'll take as you gain corruption.

The Paragon Form is the first step, like a perfect human, with one twist of the divine. The Supernatural Form is the second step, crossing further into Myth. The Godly Form is the final step, where you appear just as the god in your Dream.

On your playsheet, each Form space starts with I appear as... to remind you that this is only how you appear, and not how you're forced to act.

This is not a one-way process. If you take time to gain mortal sympathy and heal your soul (page 174), you'll start to slide back down toward your Mortal Form again.

Your Powers

Being a short leap from apotheosis comes with access to great power, feats you can perform that fall under your future godhood's domain. Your Fate offers some options, but this isn't a comprehensive list; if something feels related to your domain, you can probably claim that as well.

On your playsheet, the Fate's Power space starts with My Fate allows me to… to remind you that this is granted by the Mythic World, and always has a price.

Personal Blights, Powers, Mythenders & Myths

You and other Mythenders are not directly affected by your Personal Blight or your Powers, so they will not feel any emotions or be stopped by any foul weather you cause. Likewise, your Companions are unaffected, unless for some reason you will them to be. Myths are not affected by them unless you incorporate it into some form of attack or onslaught.

Making Your own Fate

If you have time for full Mythender creation, you might want to make up your own Fate. Look at the ones created for examples and inspiration.

Your Dream

Come up with something alien and extreme. Gods aren't moderate beings by nature. Describe it on your personal sheet.

Your Personal Blight

Describe a single thing that happens constantly around you that's either: a phenomenon or weather element, an animal oddity or behavior, or one emotion felt in mortals. Don't force mortals to do something or kill them with your Personal Blight; that's what your Fate's Powers are for.

Your Forms

The three Forms all progress from minor changes to becoming the god in your Fate's Dream. When coming up with your Paragon Form, make one single change to your Mortal Form (i.e. having a halo, your skin turning blue, or growing in size). For your Supernatural Form, add a couple more changes that clearly make you a frightening demigod. Your Godly Form is that which is in your Dream.

Only describe how you appear, now how others treat or react to you, or how the world changes around you. Describing those things are the Mythmaster's job.

Your Powers

Your Powers should be linked to the sort of god you'll become. Look at these listed with the available Fates and choose ones in similar scope that fall under your future godhood's domain. The powers listed in this book are just suggestions.

Leaving Things Blank

If you really need to, leave some parts of your Fate blank. But know that if you're struggling to come up with a good idea right now, you may also struggle when you need to in the middle of a battle, so it's worth taking some extra time now to fill those in.

Bonding to the Others

First, a Name

Before you can deal with the Bonding process, you and your fellow Mythenders all need names. If you're making a character from Mythic Norden, there are some names in its chapter, on page 204. Otherwise, pick a name from wherever you're from or whatever your character chose to renaming him- or herself.

If you're drawing a blank, and random name generators & books like the Story Games Names Project don't help, consider the name "Ryan." It's a fantastic name for someone who feels like killing a god.

Choosing Your Bonds

If you have been doing Mythender creation alone, stop now and do the rest of this process together as a group. This is where the Bonds Sheet (page 24) will come in.

Going around the table, one player at a time will pick one of the Bonds from their History and write it down on his corner of the Bonds Sheet, filling in the line:

I hesitate to slaughter _____ because:

With the name of another Mythender and describe the Bond. Each time someone makes a Bond, talk briefly about it. This is about that relationship, so it's important for both players to be on the same page on these Bonds. Be open and flexible.

At the end of this, every Mythender will have a Bond with every other Mythender.

Quick Bond Generation

If you are doing this quickly, then just pick a bond with the player to your left. That means the player to your right will pick one with you. Fill in the names of the other Mythenders, but leave the reason you hesitate to slaughter them blank. You can finish those rest in play, if you're so inspired.

Making Your Own Bonds

The most important things: Bonds are why you actually like, care, or accept another Mythender. These should be positive, not antagonistic. If they are antagonistic, then make sure to set aside time in play to make more Mythenders, because one of you *will* kill another.

Finishing Up

There are three more things you need to do in order to be done with making your Mythender. Luckily, they've already been chosen by now, so you just need to write them down.

First Gift



Your Mythender's Heart has a Gift listed on it. That Gift is a special trick you have during battle. (Gifts are listed in more detail in their own chapter, starting on page 161).

Write down your Gift and its Might Cost on the first Gift slot.

Don't worry about what this means right now. If you're playing the Tutorial Battle, you'll learn all about it.

Storm Rating



Your Storm rating governs how much raw power you gain each turn in battle just by doing something minor. Every Mythender has a base value of 3, written on the sheet.

If you have the Harbinger of Storm gift: write 5 in the Storm rating circle. You get two more than normal. If you don't, write 3 in the Storm rating circle.

Starting Might

At the start of every adventure, a Mythender has 5 Might tokens. If you're going right from Mythender creation into playing, take your 5 Might tokens now.

Starting Form

Since you start with now Corruption boxes checked, you start at your Mortal Form. The other Forms will come into play as you check off Corruption.

You're Done!

And that's it! Now go End some Myths.

You are a master of arms. With unmatched prowess on the battlefield, you slice through Mythic armies as though they were parchment. Your versatility is your strength—any blade, bow, or cudgel is a manifestation of death in your hands.

As a Mythender, you understand that your true power comes from your skill and willingness to use it.

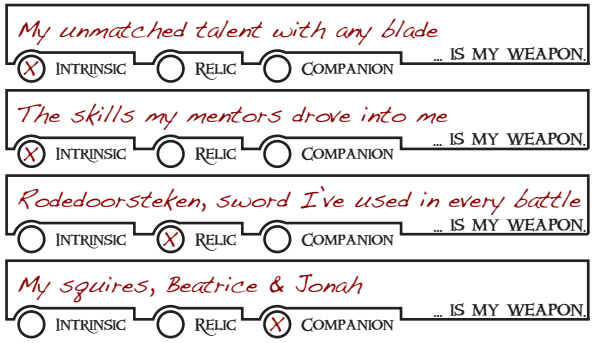
Questions

What skill do you value most?

Who forged you into the warrior you are?

What honor do you still fight for?

Weapon Ideas



First Gift: Relentlessness



Mythenders do not fail to hit their mark. But not every blow comes down with the same power. You can call upon your Heart to make the force of your blow harder, reminding Myths that you will not suffer them.

Gift listed on page 167.

You are an unshakable idealist. You have seen the power of the belief—for Church, kingdom, romance, or ideal—and have discovered how to use that against the Mythic World. Your passion is as sharp as any sword and strikes as true as any arrow.

As a Mythender, you understand that your true power comes from the strength of your conviction.

Questions

What belief or ideal do you fight for?

What happened to make you see the world as unjust?

What is the inevitable result of your righteous deeds?

Weapon Ideas

My unshakable faith
(X) Intrinsic () Relic () Companion ... is my weapon.

My grandfather's amulet, symbol of freedom
() Intrinsic (X) Relic () Companion ... is my weapon.

The Spear of Longinus
() Intrinsic (X) Relic () Companion ... is my weapon.

My war-priest and spiritual advisor, René
() Intrinsic () Relic (X) Companion ... is my weapon.

First Gift: Bloodlust

Gifts	Might Cost
Bloodlust	2

When you are Wounded, your Heart rages. It replaces the blood flowing out of you with more of the Mythic World's own strength, giving you the strength and will to strike back hard at your foe.

Gift listed on page 164.

You are the mind and will of an army. Whether your companions number a dozen or a thousand, they are fierce—a walking reckoning. Be they mortal, animal, or even captured Myths, they are living extensions of your campaign against the Mythic world. They fight and die by your will.

As a Mythender, you understand that your true power comes from your willingness to lead.

Questions

Who follows you into battle?

How did you gain your companions?

Do you still try to act human around them? Why/why not?

Weapon Ideas

My raw force of charisma and fear ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

My twelve warrior-poets ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

The legion of lost souls that fight for me ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

The pack of Myth-wolves I have cowed ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

First Gift: Dual Wield

GIFTS	MIGHT COST
Dual Wield	1

Two blows are better than one. You can draw from your Mythic Heart to strike with preternatural speed, granting you twice the power from your assault.

Gift listed on page 164.

You are a locus of destiny. It was no accident that you encountered your Relic; you were born to End Myths. Your family, mentor, fate, or the relic itself knew this. But you are not simply the plaything of others. This destiny is a strength you use to bring about the fate of the Mythic World.

As a Mythender, you understand that your true power comes from your destiny.

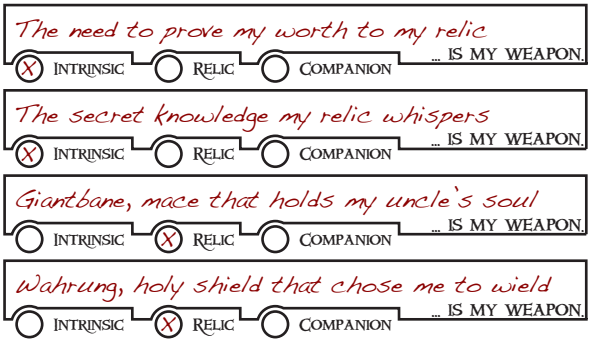
Questions

How did you gain your relic?

What does your relic whisper to you?

Do you trust your relic?

Weapon Ideas



First Gift: Grievous Harm



The blows you strike are more vicious than that of your comrades. By pushing your Mythic Heart, you sunder flesh as though it were snow, and the screams of your foes echo throughout the Mythic World's mountains or skies.

Gift listed on page 165.

You are the eye of a living storm. Taking more of the fate's Faustian bargain than your comrades, you have stolen some of the Mythic World's magic to use against it. Such magic has a cost, but the poetic justice of using that power is too rich to resist.

As a Mythender, you understand that your true power comes from the willingness to sacrifice anything.

QUESTIONS

What unnaturalness do you wield?

What did you have to do to get your power?

What is the toll that must be paid?

WEAPON IDEAS

My mastery of The Eternal Flame ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

All my years of studying the unknowable ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

Odio, the staff of rage and pain ... IS MY WEAPON.
() INTRINSIC (X) RELIC () COMPANION

Nature spirits I have summoned & bound ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

FIRST GIFT: HARBINGER OF STORM

GIFTS	MIGHT COST
Harbinger of Storm	0

Every moment of battle is filled with rage and hate. Your Mythic Heart pumps stronger than most, pushing you to gain more power from every charge, from every attack.

Gift listed on page 165.

You are intellect and experience made manifest. There is no such thing as chance to you; when you walk onto the field of battle, you already know how it will end. And you will violently demonstrate that fact to all Myths. You are a philosopher, scholar, tactician, warrior-poet.

As a Mythender, you understand that your true power comes from confidence and sharpness of mind.

Questions

How do you use your mind on the field of battle?

How did you first use this against your foes?

What about the world do you wish to preserve?

Weapon Ideas

My mind that has already won this battle ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

My talent for seeing the weakness in others ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

The many devices I have forged to end Myth ... IS MY WEAPON.
() INTRINSIC (X) RELIC () COMPANION

My protégé, Punarinta ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

First Gift: Fast Strike

The power you wield comes from the violence you inflict. Most Mythic Hearts must take the violence in, releasing its power later. You needn't wait—you have learned how to channel your Heart more efficiently.

GIFTS	MIGHT COST
Fast Strike	2

Gift listed on page 165.

Mythender Pasts

Noble

who knows the pressures of ruling and the expectations of a people

You rule over others, by virtue of birth or conquest. You have never been granted peace, as the demands of your people have grown greater, their suffering more acute. Mortal efforts cannot silence their cries, and so Fate has given you the power beyond mortalkind. Whatever you wish for them, be it the end of war or blight, or a bright new age of conquest and glory, you will take it from the gods themselves.

Questions

What quality of your people do you most embody?

What did you promise your people?

What do you owe them?

Weapon Ideas

The steadfestness of my people ... is my weapon.
(X) Intrinsic () Relic () Companion

My guilt over letting my people down ... is my weapon.
(X) Intrinsic () Relic () Companion

My regal crown and scepter ... is my weapon.
() Intrinsic (X) Relic () Companion

My personal guard ... is my weapon.
() Intrinsic () Relic (X) Companion

Bonds

_____ most reminds me of the plight of my people.

_____ shows me what true nobility is.

_____ reminds me of what I must rise above.

_____ shows me how my people could be stronger.

CHILD

who has suffered unimaginable cruelties and is forever hardened

Your story is most tragic. After your innocence was sundered, you threw yourself into battle with all a child's capacity for passion and abandon, but with no sense of wisdom or restraint. Fate has reached out to touch you with more than simple tragedy--you have seen the true, horrific cruelty that lies at the heart of man, of nature, of the Mythic World. Now, no one will ever hurt you again.

QUESTIONS

What cruelties have you endured?

What further fuels your limitless rage?

What will, for the briefest moment, recall your innocence?

WEAPON IDEAS

My unbound hatred at the world ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

My favorite toy, handmade by my father ... IS MY WEAPON.
() INTRINSIC (X) RELIC () COMPANION

My dead parents ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

Other children I have liberated from torment ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

BONDS

_____ is the closest thing I have to family.

_____ teaches me fascinating things.

_____ makes me smile.

_____ makes everything fun.

You have lost someone dear, and that has crushed your very soul. You know you could have stopped it. But you weren't strong enough, or fast enough, or brave enough, and now you are bereft and alone. Your Mythic Heart torments you constantly with the memory, aching with every beat. The only small hope left to you is that your newfound power can help make it so that no one else will know suffering as you have.

Questions

Who did you lose?

What should you have done to prevent this loss?

How has losing this maimed your soul?

Weapon Ideas

My crushing guilt at failing those I loved ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

The unmatched pain of watching my brothers die ... IS MY WEAPON.
(X) INTRINSIC () RELIC () COMPANION

A strand of hair from my dead wife ... IS MY WEAPON.
() INTRINSIC (X) RELIC () COMPANION

The spirits of my village, that stand in judgment ... IS MY WEAPON.
() INTRINSIC () RELIC (X) COMPANION

Bonds

_____ gives me reason to continue.

_____ reminds me of what I've lost.

_____ gives me solace.

_____ joins me in suffering.

Apostate

who once served the Mythic world's gods before seeing them for what they are

You once served the gods and greater Myths (perhaps Norden's own Odin, Thor, Loki, Freyja, Jörmungandr, Fenris, or another). Raised to believe in these so-called gods, you worshiped without question. But your god pushed the bonds of your loyalty too far. You fled your life and became branded apostate. That is when you discovered the power to strike back, to teach the Mythic World the true meaning of justice…and vengeance.

Questions

What Myth did you devote yourself to, and what form did that devotion take?

What was done to make you flee your oaths and bonds?

What did you give that can never be replaced?

Weapon Ideas

My rage against the gods I served ... is my weapon.
(X) Intrinsic () Relic () Companion

The power I stole as I fled ... is my weapon.
(X) Intrinsic () Relic () Companion

The pendant of Mjölnir that I broke in half ... is my weapon.
() Intrinsic (X) Relic () Companion

Lesser Myths I beat down and forced to serve ... is my weapon.
() Intrinsic () Relic (X) Companion

Bonds

_____ reminds me of what I was.

_____ shows me a new way.

_____ gives me absolution.

_____ reminds me why I rebelled.

who had been apart from mortals long before becoming a Mythender

You were cast out of your mortal life long ago, and no one has since taken you in. You are a stranger to all, and living apart from others has shown you the truth of mankind's tragic flaws. You took the power Fate offered you almost as if born to it, to reshape and perfect the world. You may not even remember your life before communing with your Mythic Heart, and it no longer matters. This is your destiny. This is your time.

Questions

Why were you cast out?

What skill has best served you in surviving all these years?

What about mortal nature is wrong?

Weapon Ideas

Arcane talents bestowed by the naked earth ... is my weapon.
(X) Intrinsic () Relic () Companion

Insights into the cruel natures of men ... is my weapon.
(X) Intrinsic () Relic () Companion

Rahat, spirit of snow made manifest ... is my weapon.
() Intrinsic () Relic (X) Companion

My bear, Putere ... is my weapon.
() Intrinsic () Relic (X) Companion

Bonds

_____ accepts me.

_____ eases my work.

_____ shows me the worth of mortals.

_____ understands my loneliness.

Abomination

who struggles with both his mortal and Mythic parentage

You are the child of mortal and Myth, of a vile and questionable union. Your Mythic parent rejected you, and the mortal world could not contain you...but now, you have a third path, of power and revenge. The part of you born from Myth calls constantly, and because of that you fight with untold ferocity. With your last free breaths, you rally against the Mythic World and the callous hand its fickle gods have dealt you.

Questions

What Myth are you born from?

Why did your Mythic parent reject you?

What did you gain from your mortal parent?

Weapon Ideas

Powers of deception from my father, Loki ... is my weapon.
(X) Intrinsic () Relic () Companion

Dominion over lightning from my father, Thor ... is my weapon.
(X) Intrinsic () Relic () Companion

Skill with mortal weapons, taught by my aunt ... is my weapon.
(X) Intrinsic () Relic () Companion

The urge to forge a place for my kind ... is my weapon.
(X) Intrinsic () Relic () Companion

Bonds

_____ sees my humanity.

_____ stands with me.

_____ keeps me humble.

_____ accepts all of me.

Mythender Fates

The Dream of Judgment

Your Dream is filled with the wailing of troubled souls. Their prayers are filled with anguish. They offer sacrifice for an audience, seeking justice or mercy. Does your word bring them order? Peace? Regret?

Concept: Judge

Personal Blight People feel shame for even the smallest transgression they've committed
... in my presence.

Paragon Form I appear as ... I am, but without eyes

Supernatural Form I appear as ... a man without eyes, with a robe made of pages with law, and hands glowing with righteousness

Godly Form I appear as ... a bright cloud of a man towering over all, with words of law swirling around me like ghosts

Concept: Executioner

Personal Blight Animals growl, hiss, or otherwise show anger at everything around them
... in my presence.

Paragon Form I appear as ... one whose face is forever in shadow, my eyes always unseen

Supernatural Form I appear as ... one whose face is forever in shadow, and my weapons and clothes are stained with old blood that smells of vindication

Godly Form I appear as ... a living shadow, turned red, with two large axe blades on my back as wings

Judgment's Powers over Mortals and the Land

Fate's Powers My Fate allows me to ... force mortals to confess and volunteer for justice, turn the land into a prison of the mind and soul

God of Death

who will rule viciously over the souls of the departed

The Dream of Death

Your Dream is littered with corpses. Dark beasts bring them in from all the land. The spirits of the newly dead are ripped from their bodies and brought before you. Are you judging them? Punishing them? Consuming them?

Concept: Mercy

Personal Blight People long for the sweet release of death

... in my presence.

Paragon Form I appear as ... a figure shrouded in immaculate white light

Supernatural Form I appear as ... a figure shrouded in immaculate white light, surrounded by a whispering breeze of grateful, departed souls

Godly Form I appear as ... a smiling, bleached skeleton with a white light at the center of my rib cage, drifting on a sea of the grateful dead

Concept: Decay

Personal Blight Plants and the sickly wither

... in my presence.

Paragon Form I appear as ... a mortal, but with skin beginning to rot and fester, its foul stench choking others.

Supernatural Form I appear as ... one whose skin hangs loose on my bones, held in place only by feasting maggots and worms

Godly Form I appear as ... a vaguely humanoid mass of insects and vermin, choking the air with the scent of dead flesh and waste

Death's Powers over Mortals and the Land

Fate's Powers My Fate allows me to ... slaughter mortals with my will, raise the dead, summon shades of the deceased

The Dream of War

Your Dream is of endless battle—blood-mist and the clash of steel. Mortals feed your thirsty battlefields with their lives, all for the chance of glory and honor in your name. What rewards do you promise the victors? What awaits the unworthy?

Concept: Warlord

Personal Blight The ever-present spirits of the departed make themselves seen and heard
... in my presence.

Paragon Form I appear as ... a warrior with dark, abyssal armor

Supernatural Form I appear as ... a warrior with dark, abyssal armor, blood running from it like a spring

Godly Form I appear as ... a titan, giant and bloody, with spikes on my armor that each hold a dead, wailing foe

Concept: Eternal Warrior

Personal Blight The smallest quarrels break out into violence, be it between mortal or animal
... in my presence.

Paragon Form I appear as ... a warrior with a halo of steel and blood over my head

Supernatural Form I appear as ... a warrior with a halo of steel and blood. Etched on my skin are the names of each person I've killed in battle

Godly Form I appear as ... living armor, with those names etched on becoming mouths that whisper of doom of those who face me

War's Powers over Mortals and the Land

Fate's Powers My fate allows me to ... enrage mortals and make them feel courage, forge warriors from the earth and sky, raise armies of the dead

The Dream of Life

Your Dream is a tapestry of sunlight and wheat, of afterbirth and screams. You are the spark within every seed, the first heartbeat of every infant—and the last, should you will it. What lives are worth your blessing? What lives are not?

Concept: Lifegiver

Personal Blight People seek my comfort and aid, even in the presence of those closest to them … in my presence.

Paragon Form I appear as … a beautiful being whose features shift to whatever is most welcoming to the beholder

Supernatural Form I appear as … a beautiful being with shifting features, carrying a newborn child that never seems to come to harm

Godly Form I appear as … points of light where my eyes should be, wearing only the grime of afterbirth, surrounded by a floating ring of newly born children

Concept: the Wild

Personal Blight Plants spontaneously bloom and become overgrowth in my presence and animals mate … in my presence.

Paragon Form I appear as … a simple traveler, my garb always matching the coloring and patterning of local wildlife

Supernatural Form I appear as … a bark-skinned monstrosity, my eyes glow green, and leaves of plants stick out from the folds of my clothes

Godly Form I appear as … a demon of the wild, skin made of bark and vegetation and earth, growing out of surrounding plant life as though connected to it

Life's Powers over Mortals and the Land

Fate's Powers My Fate allows me to … heal mortals, bring the dead back to life, twist forms and create Mythic beasts, cause the wilderness to grow

The Dream of Love

Your Dream is a lavish court filled with admirers. They surround you, singing and dancing and copulating and murdering at your whim. Do you taste the pain of heartache? Can a mortal be worthy of your love? Can you?

Concept: Siren

Personal Blight The sound of my voice causes mortals for forget work, play, and all other desires ... in my presence.

Paragon Form I appear as ... one unimaginably light, as though my bones were hollow

Supernatural Form I appear as ... one unimaginable light, with wings growing behind my arms, making me capable of flight

Godly Form I appear as ... a creature between human and bird, legs ending in talons that can rend steel, arms spreading into broad, majestic wings

Concept: Virgin

Personal Blight Mortals are compelled to protect me from even the slightest harm ... in my presence.

Paragon Form I appear as ... one so impossibly pale, always on the cusp of the bloom into maturity

Supernatural Form I appear as ... one so impossibly pale, with no irises in my eyes, as though they were made of smooth stone

Godly Form I appear as ... a living statue of gleaming white porcelain, staring at the world through alabaster eyes, impenetrable and impregnable

Love's Powers over Mortals and the Land

Fate's Powers My Fate allows me to ... force mortals to love those of my choosing, cause anything that moves to feel heartbreak and longing

The Dream of Chaos

Your Dream is a cacophony of savagery and lamentation. Mortals build and unite to fruitless ends, their hopes and dreams ending in ashes and dust. Is it your attention that destroys them, or your neglect?

Concept: Mad Prophet

Personal Blight *Mortals act on random impulse in my presence—sometimes ludicrous, sometimes destructive*
... in my presence.

Paragon Form I appear as ... *one who does not blink, but I do not seem to notice my parched, reddened eyes*

Supernatural Form I appear as ... *one who does not blink, and I grow limbs and other parts spontaneously as I should need*

Godly Form I appear as ... *a horror from the worst of nightmares, a writhing mass of limbs, organs, tentacles, orifices, everything imaginable together*

Concept: The Contemptuous

Personal Blight *The endeavors of mortals or animals spontaneously fail*
... in my presence.

Paragon Form I appear as ... *my mortal form, though the rumble of a storm echoes my movements*

Supernatural Form I appear as ... *that rumbler, and lightning caresses my skin, striking outward at random or at my behest*

Godly Form I appear as ... *a massive, opague thundercloud of black and red, rumbling with scarlet lightning, draining all around with heat and fatigue*

Chaos' Powers over Mortals and the Land

Fate's Powers My Fate allows me to ... *force mortals to cause disorder and chaos, break the will of anyone with certain belief, make nature unpredictable*

Playing Adventures

Adventuring to End Gods

Mythender is about the quests to End the gods of the Mythic World. The Mythenders travel to distant points in the land that are important to gods—places where their most important followers live, or where sacred artifacts are buried, or rifts where the more alien parts of the Mythic World are.

This game is about playing out that quest: the smaller battles along the way that escalate as the Mythenders push forth, meeting the mortals that worship these gods and are horribly affected by your battles, and the climactic battle with the god. That's what these rules cover.

Rhythm of an Adventure **page 66**
The Mythmaster and the Mythenders trade turns being in control of what happens in the adventure. The Mythmaster introduces battles with Myths, and the Mythenders have moments of humanity or Mythic power.

Structuring a Short Adventure **page 68**
A short adventure, lasting just one session, has a particular structure where the Mythmaster has two battles and the Mythenders get an opportunity between them to explore their mortal natures or push their Mythic Fates. An adventure always culminates into Ending a god.

Longer Adventures **page 69**
Longer adventures involve more turns for both the Mythenders' and the Mythmaster. A campaign—multiple adventures linked together—can be just about Ending multiple gods, or can become personal as a Mythender Falls and his former comrades hunt him down.

Exploring the Mythic World **page 70**
Playing in a Mythic World hinges on describing that world as the Mythenders explore it.

When Mythenders Die & Fall **page 72**
When a Mythender dies or Falls, that's a story opportunity for that player and the group as a whole. Use it!

In Between Adventures **page 73**
After an adventure is over, if you're looking to play this Mythender again (either right away or bring her to another, future game), there are some things to think about.

Different Numbers of Mythenders **page 74**
The rules in this game are built for three or four Mythenders. If you're playing with fewer, you'll need to do some adjustments. If you absolutely must play with more, there's an option for that as well (but again, it's not nearly as fun).

Play Time

Depending on how many players are at the table and how experiences everyone is, the time you need to play an adventure varies.

If you're doing Mythender creation with new people, it can take up to an hour as people get their heads around some of the concepts. For experiences players, 15 to 30 minutes.

For a typical session (see **Structuring a Short Adventure**, page 68), it can take around three hours for a game with two or three Mythenders, and up to another hour if you have four. That assumes people new to the game and you're playing the Tutorial battle. Naturally, an experienced group will cut through that faster.

That means it's tight if you fit a game for four new players in a standard four-hour convention slot. It can be done, but the Mythmaster needs to put a lot of energy into keeping the game going and helping everyone quickly understand the game play.

Old Mythenders on New Adventures

If you're playing with a Mythender that has already adventures, you also need to reset your playsheet:

- Regardless of how much Might you ended with, you start with five Might tokens.
- All Weapon charge and drain boxes are unchecked.
- All Corruption and Fate boxes are unchecked, and the associated Gifts erased. The exception are those Corruption and Fate boxes marked as permanent, and those corresponding Gifts are kept.
- All Wound boxes are unchecked.

In addition, none of the lasting Blights from the previous adventure carry over.

If you're playing an old Mythender, you may want to change your Weapons or Fate to reflect any ways your last adventure changed you.

Rhythm of an Adventure

Mythender is broken into two different types of play, or "time." On the Mythmaster's time, he'll start a battle, describing the set where it happens, and who shows up to fight. When the battle's over and the aftermath is done, his time is over. Then the Mythenders have their time, when they can do things to the world around the mortals of the land, including changing it with a badass feat, terrorizing mortals for power, or seeking sympathy and healing.

Mythmaster's Time

A Mythmaster's time is entirely about battling the Mythenders. You'll present a challenge to them that they'll have to overcome. Describe the arena of battle, and then launch right in. Note that the Myth always gets the first turn in the battle—the Mythic World doesn't play fair.

If, for some reason, the Mythenders don't want to engage in the battle, that's cool. They can all just choose to die instead. Once the challenge begins, fighting or dying are the only two options.

Once the battle is over, it's the Mythenders' time.

Two Battles in a Row

Because Mythenders don't reset their Weapon or Wound boxes until they have a moment to rest during their time, having two back-to-back battles makes for a rough game. On occasion, that's exactly the right thing for the story, but everyone should understand what that means for the Mythenders.

Because there is no time to calm down, this also means any Blights in play remain active with their charges preserved from one battle to the next.

Mythenders' Time

This is when Mythenders can rest and interact with mortals. The Mythenders' time always happens with mortals around and no immediate Myths to end. The things that Mythenders do during their time are known as moments—brief interludes where we see something about that Mythender.

At the start of this time, Mythenders clear any checked Wound boxes and their Weapon charge and drain boxes. This is because the Mythenders have a moment to rest, allowing their Mythic Hearts to finish healing their bodies. This also calms their battle rage.

Normally, each Mythender gets a chance to play out one moment during their time: a Badass, Epic Feat, Terrorize Mortals for Power, or Seek Sympathy and Healing. If it makes sense for Mythenders to dwell longer during their time, that's great! But time spent gives the Myths more time to gather their strength; give the next Myth some more Storm, starting Thunder, higher Wound cost, or Gifts. (That's all up to the Mythmaster to use judgment.

Once those moments are done, it's time for the Mythmaster to start another battle.

Mythenders Challenging Gods to Battle

Sometimes a Mythender will call a god out or attempt to coax a god to battle. If they're doing it in a way that's also a Badass, Epic Feat, give that a chance to happen. When that feat's done, or if they're just shouting a challenge to the heavens, the Mythenders' time is over. The players are asking for a battle to happen right now, so give them one!

That said, you don't have to give then the fight with the god, if that doesn't feel right for the game at that moment. Gods are happy to send envoys and armies in their name. Don't feel you need to bring the climactic battle early just because a Mythender is mouthy about it.

Murdering Another Mythender

Murdering another Mythender (page 184) always pauses the time to handle that, regardless of whose time it right now. Once that's done, the time resumes.

The First Time in an Adventure

Usually, the Mythmaster starts the adventure off with a battle. That sets the tone for a game, and if this is anyone's first time playing **Mythender**, you need to do this.

You can change it up by having the first time belonging to the Mythenders, where they enter a mortal dwelling and have some moments to do things. This is a slow start for **Mythender**, and it gives them a chance to gain resources for battle—Blights, Might, and more Gifts—so the following battle should be harder than you'd normally make the first one. Start with some Blights already created at the start of an adventure, and give the Myth some more Storm, starting Thunder, higher Wound cost, or Gifts. The gods in the **Mythic Norden** chapter like Odin or Fenrir are examples of harder gods.

Also, and this can't be stressed enough: **use the tutorial battle (starting on page 75) for the first time you all play.**

Starting Blights

The Mythmaster may start an adventure off with one or more pre-existing, lasting Blights (page 122). Only do this if everyone at the table is familiar with **Mythender** and you're starting off slow.

When this is the case it will either be introduced in the first battle (if it's a catastrophe or similar) or when the Mythenders meet up with mortals (if it's a curse or similar). This gives a sense of an immediate situation that isn't just "we showed up to kill a god." You instead get "we showed up to kill a god and also what the hell there's a magic lava geyser destroying the land."

If the game doesn't start with a Blight, it should get one pretty quickly in the first battle. In these cases, sometimes it's a Blight that's caused because of something the Mythenders do in the battle. There's nothing like saying in a battle's aftermath "oh, that ice spell you used to freeze the trolls in place? Yeah, Norden corrupted that and now the specter of ice is spreading to animals and mortals."

Structuring a Short Adventure

A **Mythender** adventure can take a little as four hours to play, if you stick to this structure:

The Mythmaster Opens, Showing the World

Open with a grand description of the setting around the Mythenders. Where are they? What does it feel like? What's on the horizon? Did anything just happen, or was this a long journey? Think of this like the opening scenes of a fantasy movie, while the credits are rolling.

The Mythmaster asks questions

The Mythenders are powerful, independent agents! So find out about them. Ask the players questions to get a sense of detail and concrete feeling out of their characters, what's going on in the world.

The opening battle happens!

The first battle of the adventure happens pretty early on, as the first substantial scene, as the Mythenders are on their way to end a god. If you have players who haven't played Mythender before, use the Tutorial Battle chapter. If everyone's played before and remembers how, get crazy with a full battle!

Mythenders meet the people of this land

After the battle is over and we see the aftermath, the Mythenders meet the people of this land. Will they try to seek sympathy from mortals in order to keep their souls? Will they terrorize mortals for power? What they do now means as much as what they do in battle.

They fight the final battle against a god!

The god the Mythenders have promised to kill meets them on the field of battle. Now the Mythenders prove worthy of their title!

The world changes and the Mythenders move on

The Mythmaster & players work together to show how the world has changed, for worse and better, by the actions of their Mythenders. When that battle is over, the Mythenders discover their fate: to die, to become a god, or to continue this existence and fight another day. Those that live move on, for there are more gods in this world to End.

A Note on Character Creation

If you plan on character creation as part of this session, know that it sometimes takes an hour or so to get characters ready for play. Plan accordingly and use the shortcuts, or bring some pre-generated characters. There are quite a few up on **MythenderRPG.com**. If you have more time, either more hours in an evening or want to play an adventure over two or three sessions, that's easy to do!

Example Adventure

There is an example adventure with this structure in the Mythic Norden chapter: **Thorberge**, page 233. It expects you to use the Tutorial battle rules.

Longer Adventures

Adding More Time

You can add more to your game by adding in some more battle scenes and time in between those scenes. You keep the pace hopping in between battles by having the next fight come to the Mythenders.

Stick to ending one god per adventure. They don't congregate, not when there are Mythenders roaming the land looking to end them.

Playing Multiple Adventures: the Campaign

Having one adventure is fun, and maybe you want to keep going. The same characters can keep going on adventures if you all want (and, of course, if they survive).

Did one of the characters become a Myth? Great! You know your next target. Maybe that player could even take a turn Mythmastering, playing the Myth he became.

Replacing Mythenders that Fall or Die

In a long-running game, you'll have some characters either fall and become Myths or die as mortals. When that happens, the next character that player plays should be influenced by the former character's actions. Did your old Mythender inspire someone along the way? Did you sire children who will take up your mantle, whether you died nobly or became corrupt and twisted?

There's more on this in **When Mythenders Die & Fall** (page 72) and **In Between Adventures** (page 73).

Exploring the Mythic World

When a moment or a battle takes place in a new location, you're exploring more of the Mythic World. The Mythmaster describes what it looks like and what's going on as the Mythenders enter, and the players may ask questions to clarify what's described so they understand it and can see it in their minds.

Think of each new place, starting with the very first scene in the game when you're describing the Mythenders arriving to some interesting place or where a battle is about to begin, as a set in a movie or a two-page spread in a comic book.

The Mythic Norden chapter has a bit on some cities & towns (page 206) and some battle sets (page 208). These should help you get started with ideas for games in Mythic Norden and give you some ideas for games in other Mythic Worlds.

Questions for your Description

Great description comes from answering questions the other people didn't realize they were asking. Here are some questions your descriptions of the world could answer. But don't treat this as a checklist! This list is, by nature, incomplete and not everything is relevant to every moment.

Don't try to answer every question every time. But think about some of these when you describe the world. And note down your own questions if you think of any! More tools for your Mythmaster toolbox.

Sky

What time of day is it? Where is the sun or moon, if it can be seen at all? Stars? Birds? Creatures? Rolling clouds with thunder? A tornado nearby?

Distance

How far away can you see before the terrain or fog or curve of the earth interfere? Are they in a dense forest, where there isn't much beyond trees? Is a mountain in their eyeline? Can they see to the horizon?

Terrain

Is there a lot of room here, or is it cramped? Plains of snow or in a dense forest? Is the land flat and easy to cross or is it broken? Rocks? Crags? Impassible terrain? Is there anything inhospitable here, like lava gushing up or lightning continually striking down?

Water

Where is the sea? Nowhere to be found, or nearby? Can you hear it? Smell it? What about a river or lake?

Weather

What does the air feel like? The ground? The heat or cold? Rain and Snow? Thunder? Or clear skies?

Colors and Sounds

What colors do the Mythenders see? What sounds do they hear?

Myths

What's around that is a foe to Mythenders? Spirits? Creatures? Envoys of the gods? The gods themselves? Are their any Blights oppressing the land?

Mortals

Who is there to observe? Where do they live? Farmlands, huts & houses, castles?

Blights

Is there a Blight here? What does it look and feel like? Tell the players that it's a Blight—Mythenders can tell the difference between some random event and a Blight.

Involve Personal Blights

Do any of the Mythenders have personal blights that are pushing against the Mythic World, causing it to change? A bright, sunny day can grow dark if a Mythender has a personal blight that dims the sun in his presence.

Revisiting Locations

If you revisit a location, describe it by focusing on what has changed because of the Mythender's actions or the Myth's rage. Mythenders can't help but wreak change in their wake, so if even they didn't intend to, something has always shifted by the time they return to a place.

When Mythenders Die & Fall

Mythenders may die in battle or at the hands of another Mythender, or they may fall and submit to their dark apotheosis. Either way, when that happens, that Mythender's story is over.

When these things happen, that's an opportunity to introduce something new to the overall story.

Dynastic Character Creation

If your Mythender dies, you have a number of options for a new Mythender that has a connection to your old one:

- A former Companion could inherit your mantle, and become a Mythender on his own
- A mortal you bonded with could take Mythic inspiration from you
- A mortal witness to your acts, one you didn't notice, could take it upon herself to finish what you started
- A brother, sister, son, daughter, or old friend turned Mythender could arrive to be at your side as you die—that sort of timing is common in the Mythic World

If your Mythender falls into Myth, you have a couple more options that make your new character directly tied to the Myth you became:

- An abomination child that you bore or sired, either before or after you fell
- A mortal you bonded with that seeks revenge for your betrayal, or seeks to end your suffering and release you from your Mythic burden
- A former Companion that was able to turn away from the overwhelming Mythic Power and become a Mythender, even while the rest of those Companions were absorbed into Myth

If you do this, you're making a character that has ties to the Mythic Power of the last one. You may, if you choose, check off your first Fate box and have that Gift slot open.

Dying Mid-Adventure

If you all die mid-adventure, the game's over (though you might start a new adventure following in those footsteps). But if only some of you don't make it–either choosing to die in battle or getting murdered by your fellows–take a moment to allow those without living Mythenders to make new characters.

This shouldn't take long; if they made their last characters, then they have enough experience to make new ones. If they used pre-generated characters, then at least they have an idea of how the game works now and have more direct inspiration to draw from.

Describe how these new Mythenders come into play. Are they mortals nearby who suddenly have Mythic Hearts? Are they Mythenders from far away who have just arrived in time? Nothing is unheard of in the land of Myth.

Note on Blights: if you die, any Blights you made continue after your death.

Falling and the Next Adventure

A fallen Mythender is an opportunity to have a new adventure where you're hunting down that Myth. If that player would like a chance at being a Mythmaster, all the better!

In Between Adventures

For Mythenders that survive Ending a god and not dying or falling, this is a good time to take a hard look at your character, and make changes for next time.

Changing Weapons

Did your Mythender decide to put down old Weapons and take up new ones? The god you Ended has plenty of awesome stuff to take, or maybe you encountered something that changed how you see your battle with the Mythic World.

It's totally cool to take Thor's hammer and replace a Weapon with it, claiming the poetic justice of Ending Myths with this icon of Mythhood. Or take on its Companions as your own, enslaving Mythic beings for your purpose.

Changing Fate

Fates can change as a Mythender journeys on. Did something happen that might have shifted you, some temptation that your Mythic Heart has discovered, or perhaps it's twisting the God you'll become into something you'd be more likely to accept.

Feel free to change your Personal Blight, your Forms, and even your Fate's Power to something that's more in line with the sort of god you think your Mythender is destined to horrifically transform into.

Changing Bonds

In between adventures is a good time to look at your Bonds with those comrades who survives with you and any new Mythenders you've met. Feel free to revise them to be about why you value that person now. After all, relationships often change.

Retiring a Mythender

Mythenders do not retire peacefully, don't get a second change at mortal life, but that doesn't mean you have to keep playing her! If you want your Mythender to go off into the sunset, slaughtering Myths on her own, awesome! You could make a new Mythender with the same sort of inspiration that's on the previous page.

Different Numbers of Mythenders

As written, **Mythender** is set up for three or four players, plus the Mythmaster. You can play with different numbers, though you'll need to change a few things.

Two Mythenders

If you have two players, reduce the final god's Storm & starting Thunder dice by 2, and the starting Might by 4.

One Mythender

In addition to changing the god's attributes as above, reduce every Myth's Wound cost by one. Also, delay each Gathering Rage power by one round. So the power that happens after round one will happen after round two, etc. Nothing happens after round one. The Mythender fails after round six, not round five.

In this situation, the Swiftness Gift is not available to the Myth. And the additional cost for the Mythender using it right after his original turn is waived.

Mythenders Who Die

These rules are only for games about fewer Mythenders. If you start with more Mythenders and some die in battle and don't make new Mythenders, don't change anything.

More than Four Mythenders

While I don't recommend playing with more than four Mythenders, if you do, the Myth gets a free second action during the round, after the first three Mythenders in that round go. This action cannot be preempted by the Swiftness Gift.

But, seriously: don't actually play with more than four Mythenders.

Tutorial Battle

How & When to Use this Tutorial

This tutorial battle will teach you how all of the pieces and parts work in **Mythender**:

- Charging and draining Weapons and Blights
- Creating, using, and destroying Blights
- Wounding your foes
- Gathering power and Corruption

Anytime you have even one player who has never played **Mythender**, use this tutorial for the first battle. Start off your Mythmaster turn as this battle.

Assumptions

You all should have a Mythender playsheet in front of you (or in the case of the Mythmaster, a Myth playsheet) as well as some Blight cards. **Mythender** is nearly impossible to play without them (though making a Myth playsheet and Blight cards on the fly isn't too difficult).

The Mythmaster will direct everyone through this tutorial. It will be very helpful if everyone has a copy of this chapter, but that's not strictly necessary. Ideally, the Mythmaster has read the actual Battle chapter and, well, the rest of the book.

Physical tokens

You're using physical tokens for everything, right? A bunch of Storm (), Thunder (), and bonus Thunder dice () within reach of everyone? A at least one Mythic die () on hand? Two kinds of tokens for Lightning and Might?

Mythender battles are tactile experiences. Not using them makes the baby Odin smile with joy, and we certainly don't want that, do we?

Using this Tutorial

The text is addressed to the Mythmaster, so when you see "you," that's who we're talking to. Of course, everyone is more than welcome to read and follow along. The text just assumes as a base idea that the Mythmaster is reading and the players are following verbal directions.

This is split up to distribute the rules in easy-to-learn chunks, starting with the foundations and moving up.

When to Do Something

Everyone: when the font looks like this, the Mythmaster or a player is directed to do something. Okay, except for this time. This is just an example.

When to Read Verbatim

> *When the font looks like this, read it as-is to the players. Each section will be flagged to read, demonstrated below.*
>
> *If something is in [Brackets], it means fill that part in with the appropriate bit.*

Other text can be paraphrased. The point of the verbatim text is to also convey a larger than life tone while being a little tongue-in-cheek. If that's not your style, change the text to suit.

Going Off-Script

This chapter is written to help those who are comfortable reading from a book and haven't spent a lot of time learning this game. Some people really hate reading from a book, and if you're one of those people, here's a suggestion: *deal with it.* This game has a complex economy and it helps to introduce rules in chunks.

If you absolutely must be a special snowflake about it, at minimum stick to the structure of this tutorial.

Special Rules for the Tutorial

Mythmaster: read the following to the table.

> *Because this tutorial is designed to introduce concepts in layers, we're going to ignore some of the rules during different parts of it. If a rule hasn't been mentioned yet, then it's not applicable right now. After this battle, all rules are fair game.*
>
> *Sometimes I'll cheat, in order to make the tutorial work with fickle dice. I'll point that out every time I do so.*
>
> *It's cool to ask questions about what's going on and what's on the playsheet. But I might respond with "We'll get to that in a bit" if the rule's about to be covered later.*

Mythmaster: when the players ask a question that's not covered in the current step, let them know that you'll get to it later.

What the Mythmaster Need to Keep in Mind

Your biggest job involves keeping tone and scale consistent. This is why you Push Forward on most of the early actions in battle: you set the tone for what should be narrated and what is and isn't right for a given scale of action.

What Rules Aren't Covered in this Tutorial

Most of the rules are covered in this tutorial, but not all of them. There are prelude actions, which is a way for one Mythender to go before the Myth in battle. Doubling down on a Wound can be resisted, though it costs your foe Lightning tokens to do so. And there are many Gifts that manipulate how battle works for you. Also, Murder.

At this point, you have enough experience with battle to pick up on the various tricks and rules as you read through the Battle chapter and the list of Gifts.

Tutorial Battle Overview

Setup **page 80**

Where everyone will gather dice and tokens for the start of the battle.

Myth's First Action **page 82**

The Myth starts off each battle. The Mythmaster will show charging a Weapon and overall flow of an action.

Mythenders' First Actions **page 84**

The Mythenders take Legendary actions to start with, and will charge a Weapon and practice the overall flow of action. The Mythmaster will Push Forward.

Myth's Second Action **page 86**

The Myth will charge a Weapon again, and also create a Blight.

Mythenders' Second Actions **page 88**

The Mythenders take Mythic actions this time, charging a Weapon and using the Mythic die. They'll also create and charge Blights.

Suffering Corruption **page 92**

When Mythenders use the Mythic die, they suffer Corruption.

Myth's Third Action **page 94**

The Myth will drain the Weapon and Wound the Mythenders.

The Mythenders' Third Round **page 96**

The third round is a bit more complicated in this tutorial, as the Mythmaster needs to introduce new rules in a sequence: Draining, Titanic actions, and Wounding.

Wounding the Mythenders **page 98**

This describes what happens when Mythenders are Wounded.

Dead Mythenders **page 100**

Should a Mythender run out of Thunder dice due to being Wounded, this covers what happens, and how a Mythender comes back from death.

Mythenders' Third Action: Mythic/Draining **page 102**

Some Mythenders will do another Mythic action, and also possibly drain the Blight they've been charging.

Mythenders' Third Action: Titanic **page 104**

Some Mythenders will do a Titanic action, generating much more Lightning at the cost of inflicting self-harm.

Wounding the Myth **page 106**

This describes what happens when Myth is Wounded.

Battle Epilogue **page 108**

The battle is over! Time for the epilogue.

Setup

For this tutorial, you'll need a Myth playsheet for the Einherjar (page 212).

The First Thing in the Adventure

This tutorial assumes that the Mythmaster is starting in the adventure with this battle, and that the Mythenders have not had any other moments yet. If you deviate from this, all of the numbers will be off, due to the Mythenders possibly having gained Corruption and Fate.

Gathering Dice & Tokens

Each Mythender should gather 3 Storm dice (⚃) and put them in the top-left corner of their playsheets, the one labeled Storm. Then they gather 1 Thunder die (⚅) and put it in the bottom-left corner of their playsheets, labeled Thunder. They leave the bottom-right corner, Lightning, empty. Finally, they each should have 5 Might tokens in the top-right corner, labeled Might.

If any of them has the Harbinger of Storm Gift, they take 5 Storm dice instead of 3.

Mythmaster: if any of the Mythenders has the "Harbinger of Storm" gift, read the following to the table.

> *You probably notice that some of you have a Storm Rating of 3, and others a Storm Rating of 5. This is because of your Gifts. We won't get into this in any detail right away, but Gifts change some of the battle rules for your Mythender. The "Harbinger of Storm" Gift gives you two more Storm. The other ones you have let you do different things, by spending those Might tokens you have.*
>
> *I'll explain what those other Gifts do later. For now, we'll focus on the basic rules. But know that Gifts are key to bringing the Myth down. The Myth also has some Gifts, which I won't use right away.*

Mythmaster: if no one has the "Harbinger of Storm" gift, read the following to the table.

> *You'll see a couple things called Gifts and Might on your playsheet. They're your special ways of changing how the battle rules work for you. We'll get into how they work later. But know that they're key to bringing the Myth down. The Myth also has some Gifts, which I won't use right away.*

Then gather the 4 Storm dice, 2 Thunder dice, and 6 Might tokens that the Einherjar have for yourself.

Set the Scene

This battle uses the Snow-covered Plains set (page 208) from the Norden chapter, tweaked to fit the Thorberge adventure (page 233):

Snow-covered plains

Fresh snow has fallen at the base of this mountain. Up in the distance: trees and rocky outcropping. Beyond that lies the Fort of Thorberge, a place where Thor's warrior cult trains for eternal battle. But that is a great distance away. Above you, storm clouds crackle. Thor certainly watches overhead.

These sets are just some color to frame the battle. Describe it as-is or with your own words. Then add how the Mythenders arrive: walking for several days, on their way to a fortress high atop a mountain where Thor has a warrior cult. (Or something else, if the god you'll have them End is different.)

Then the Einherjar enter, some three hundred of them, waiting for the Mythenders to approach. As they do, have the Einherjar call out to the Mythenders, demanding they turn back to face another god, such as Loki. These Myths are ready to battle, but have the good sense to know what fate awaits them when they do.

The Mythenders may charge right away, or may exchange a few words before the battle.

Mythmaster: if a Mythender describe launching into the battle, read the following, then start the battle.

> *In this game, the Myths always get the first turn. But that's a great action, so hold onto it for the moment, and use that when it's your turn.*

Of course, if it's not a great action, well, I guess lie. Don't dampen the mood right now; you'll get a chance to explain how actions work in a bit.

Mythmaster: otherwise, launch into battle.

Either way, when the battle starts, go to the next page, Myth's First Action.

Myth's First Action

Mythmaster: read the following to the table.

I'm going to show you how a basic action works. I'll start by choosing a Weapon. Then I'll describe being totally awesome with it by attacking some or all of you. I'll check off a Weapon charge box, roll some dice, get some stuff, and then describe what happens as a result of my action.

Don't worry, I can't Wound you guys with this first attack. The thing I'm reading just told me I couldn't. That'll come later. Right now, we're going to see how attacking generates power for me to use in later turns.

Form your Action

Mythmaster: choose your Relic Weapon, and tell the table what you're using.

If you're using the Einherjar, you should have Arms forged by the dwarves and gods as a Relic Weapon. If not, choose whatever Relic or Companion Weapon you have on your Myth playsheet.

You're intentionally not using an Intrinsic or Companion Weapon because that makes this tutorial run smoother. The Intrinsic Weapon's starting charge would mean that your second and third turns won't look like this tutorial assumes.

The Weapon you'll choose will be used throughout this tutorial, to show how charging and draining a Weapon works. You won't have that restriction in normal battles.

Describe Being Awesome

Mythmaster: describe your action. Make sure your Weapon is important in that action.

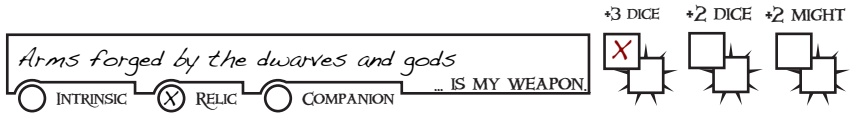
If you're using the defaults from the setup, the opening battle with the Einherjar from the Thorberge adventure (page 233), describe the Einherjar charging in with axes and hurling spears into the air. Make the description dramatic and high-action, but stop before you describe doing anything to the Mythenders.

If you're using a different setup, you're on your own to describe the action.

Either way, refer to **Describe Being Awesome, page 127** on making your action work if you need some help.

Charge Your Weapon

Mythmaster: check the first charge box on that Weapon, the one in the +3 Dice column. Then read the following.



During this action, I'm charging a Weapon. That means I'm putting a check in one of the top "charge boxes"—in this case, the +3 Dice box. This doesn't give me a bonus right now, but later, when I drain it, I'll get the bonus. You'll see that on my third turn.

Roll Dice & Gain Power

Mythmaster: read the following to the table.

> *Now I'm going to gather up my dice. These guys have a Storm rating of 4, so I'm grabbing four Storm dice—the white ones. They also start with two Thunder dice, because that's what it says on their Myth sheet, so I'm grabbing my two black dice. Now I'll roll them and see what happens!*

Mythmaster: gather your white Storm dice and black Thunder dice. Roll them together.

For each Thunder die that comes up ⚄, ⚅, or ⚅, gain a Lightning token. Put this into the Lightning pool on your playsheet.

For each Storm die that comes up ⚃, ⚄, or ⚅, gain a Thunder die. Put this in the Thunder pool on your playsheet. You'll use it in future turns.

If either your Storm or your Thunder rolled all failures, change one to a ⚃. Explain that you're cheating, because it's a tutorial, and normally you can't just do that.

Mythmaster: read the following to the table.

> *See how I got some Thunder dice and Lightning tokens? Successes—4s, 5s, and 6s—cause that. Lightning is how you get things done, like Wound somebody or create a Blight, things we'll do in later turns. Thunder is how you generate more Lightning, but it's also how you stay alive when some Myth tries to kill you…which we'll get to as soon as the rules let me.*

When you're delivering lines like "as soon as the rules let me Wound you," try to do so with a sense of devilish playfulness. Don't come off like you're a jerk.

Push Forward

Mythmaster: describe what happens in that action's aftermath.

If you're using the default, describe how the spears and axes bite into the Mythenders, enough to cause flesh wounds and maybe make them take a step back. If you're using another setup, you're on your own for describing that. Either way, look to **Push Forward, page 136** for guidance on pushing forward.

Sell that the Mythenders are powerful beings, though, and simple weapons like this are not enough to make them sweat. At least, not yet. If any of the Mythenders have a Companion Weapon that counts as a horde (see **The Shape of Foes, page 117**), kill a few nameless ones.

Mythmaster: your turn is over. Proceed to the Mythenders' turns.

Mythenders' First Actions

Choosing Who Goes

Mythmaster: read the following to the table when the Mythenders' actions start.

> *When you guys get to act, you get to choose the order you all go. If one of you is ready to go, awesome. Otherwise, the player to my left will start.*
>
> *Note that in a normal battle, if you cannot decide who's turn it is because of arguing or indecision, and you bicker about it, your turns are all over and the next round begins. But don't worry; I totally trust that you will be awesome and ready for action.*

Here's where you'll want the players to get comfortable with choosing their own initiative in battle. If there's indecision, pick a player to go, but give them a chance to talk it out first.

Form your Action

Mythmaster: read the following to the table the first time a Mythender acts this round. If someone needs this reread on their action, reread it.

> *Now you'll do what I did: start by choosing a Weapon, then describe being totally awesome with it by attacking me, check off a Weapon charge box, roll some dice, and get some stuff. I'll describe what happens as a result. And just like I couldn't wound you on my turn, you won't wound me on this one. Again, don't worry—you'll soon get a chance to slaughter my Myth!*
>
> *Unlike my turns, you Mythender have another thing to decide on yours, called "scale." For this turn, you'll do a Legendary action, which means you'll describe being super-strong, able to conjure magic, things like that. Don't worry too much about what that means right now; it's my job as the Mythmaster to moderate scale.*

Player: choose a Weapon. For tutorial purposes, you'll use the same Weapon through the battle.

Ideally, the players should all choose different kinds of Weapons; one picking an Intrinsic, one a Relic, and one a Companion. After the first Mythender goes, ask follow-up ones to choose a different kind, but don't force the issue.

If there's indecision, help them out by asking which one they're most excited about. That's more important right now than which type they use. Also point out, if needed, that they can solicit help from the table. However, the choice is always in their hands.

Mythmaster: if you offer a suggestion that the player doesn't like or isn't inspired by, bow to them or take a knee and apologize, saying "I'm sorry Lord (or Lady) Mythender for my presumption. Please do not kill me." This is a standing rule.

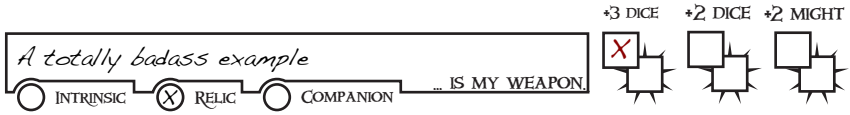
Describe Being Awesome

Player: describe your action. Make sure your Weapon is important in that action.

You may need to help guide this description. Make sure it keeps to a Legendary action scale (see **Scales of Action, page 125**). Make sure that the action doesn't begin describing the aftermath, though if you're using a Myth that counts as a horde (and you should be), point out that it's totally cool to describe slaughtering a score of them right now—since that doesn't significantly diminish their numbers, it doesn't count as Wounding.

Charge Your Weapon

Player: check the first charge box on that Weapon, the one in the +3 Dice column.



Roll Dice & Gain Power

Player: gather your Storm dice and your one Thunder die. Roll them together.

If your Thunder die comes up ⚅, ⚅, or ⚅, gain a Lightning token. Put this into the Lightning pool on your playsheet.

For each Storm die that comes up ⚂, ⚄, or ⚅, gain a Thunder die. Put this in the Thunder pool on your playsheet. You'll use it in future turns.

If You Gained Nothing...

Mythmaster: if the player gained no Thunder or Lightning this turn, explain and use the following rule.

When this happens, it means the action succeeded, as all actions do, but the Mythic World is resisting the flow of power. The Mythender can break through this resistance by spending 1 Might token, and then reroll the dice. If that reroll also generates nothing, the player may claim either a Thunder die or Lightning token.

Note: this rule only exists for when nothing is gained.

Push Forward

Mythmaster: explain that normally you'll describe what happens as a result, and then describe what happens.

When you're describing, make sure you're selling that the Mythender is an awesome, terrible force of destruction. They did something this turn to get power. Use the guidance on **Push Forward, page 136**.

Player: your turn is over. Proceed to the next Mythender's turn, or to the next round if everyone has had a turn.

Myth's Second Action

Mythmaster: read the following to the table.

My second turn will look a lot like my first one: I'll pick a Weapon, describe the action, and describe the aftermath. I'll use the same Weapon as I did before, charging the next box.

What's different is that I'll end this turn by creating a Blight—a scar on the land or other calamity that I can draw power from later. You'll see what I mean soon.

Claim Might

Mythmaster: claim 2 Might tokens and read the following.

On every turn after the first, the Myth gets more Might tokens. This Myth gets 2 more each turn. Other, nastier Myths will get more, along with having more wicked stats.

Form your Action

Mythmaster: choose the same Weapon as you did last time.

Describe Being Awesome

Mythmaster: describe your action. Make sure your Weapon is important in that action.

As with the first time, describe your action with this Weapon. At this point, the Mythenders will have done quite a bit in the battle, so there isn't any way for me to directly guide what sort of description to give. However, whatever you describe has to result in a Blight somehow.

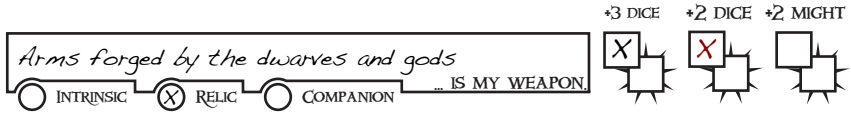
One possibility:

After seeing that their axes and spears alone don't do much, the Einherjar hurl their spears into the air. Then, imbued with Thor's might, they rain down as a storm of lightning-infused spears.

This will mean you can make a Blight like "Storm of Lightning Spears."

Charge Your Weapon

Mythmaster: check the second charge box on that Weapon, the +2 Dice one.



Roll Dice & Gain Power

Mythmaster: gather your Storm dice and Thunder dice. Roll them together.

This is identical to last time.

For each Storm die that comes up ⚁, ⚂, or ⚃, gain a Thunder die. Put this in the Thunder pool on your playsheet. You'll use it in future turns.

For each Thunder die that comes up ⚅, ⚄, or ⚃, gain a Lightning token. Put this into the Lightning pool on your playsheet.

If you gained no Thunder or Lightning this turn, cheat by turning a die to ⚁ as in **If you gained nothing...** on the previous page. Explain that you're cheating for the tutorial.

Push Forward

Mythmaster: create your new Blight on a Blight card. Describe what happens in that action's aftermath.

Creating the Blight

Mythmaster: read the following to the table.

> *Now I'm going to create a Blight. To create one, you spend 2 Lightning tokens during the "Push Forward" phase of your turn. Then you'll do what I'm doing right now. On my next turn, you'll see how I'll use it.*

Mythmaster: if you have fewer than two Lightning Tokens, take enough so that you now have two, and read the following to the table.

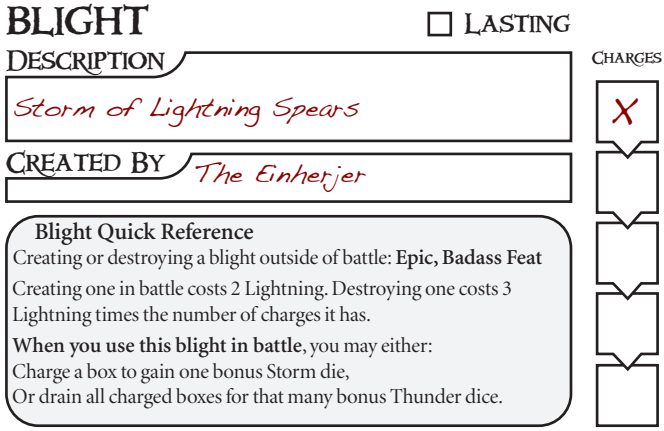
> *So, uh, you might have noticed that I just grabbed some extra Lightning. The tutorial just told me to cheat, so that I can show you how Blights work. Normally I can't just take what I need from the pile—only during this tutorial, when it tells me to.*

Create a Blight (page 122), either a scar on the land, an unnatural and dangerous phenomenon, or some other horrible outpouring of Mythic power. To do so, spend 2 Lightning tokens and take a Blight card. See below for an example.

Write on the card a quick description and note the Myth that created it. Check the first charge box. Leave everything else as-is.

Describe the Aftermath

Take the same advice as before in describing the aftermath, but make it seem deadlier. Now that you've created a lasting Blight, the aftermath should be more vicious.



Mythenders' Second Actions

Choosing Who Goes

Mythmaster: read the following to the table when the Mythenders' turns start.

Now that it's your turn, you can re-choose the order you all go in. You don't have to choose the whole order right away; one of you can go, and then the rest decide after you see what happens.

We've seen how a Legendary action works. Now we'll do the next scale up, a Mythic action. This means you'll roll the Mythic die! The Mythic die is pretty awesome, because you get extra stuff for it, all for the low, low price of corrupting your mortal soul! No biggie.

During this round, the first person will create a Blight just like I did, and the others will charge that Blight during their actions.

Form your Action

Mythmaster: for the first Mythender's turn, read the following.

Like we said earlier, you're going to use the same Weapon. This will show how to charge a Weapon a second time, and be useful in the next turn when you drain it. But you're also going to make a Blight, some sort of horrible outpouring of Mythic power that you can use to wound and kill the Myth.

Mythmaster: for the rest of the Mythenders' turns, read the following.

Like we said earlier, you're going to use the same Weapon. This will show how to charge a Weapon a second time, and be useful in the next turn when you drain it. You're also going to work in how you're using the Blight that another Mythender created in your action.

Player: choose the same Weapon as before. If one of your fellow Mythenders already created a Blight, also choose that Blight.

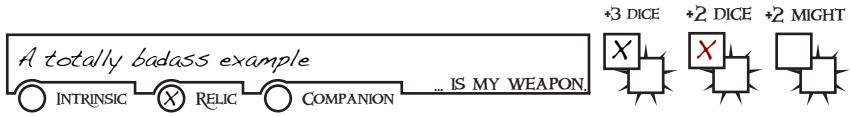
Describe Being Awesome

Player: describe your action. Make sure your Weapon is important in that action, and the Blight if you were able to choose one.

You may need to help guide this description. Since this is a Mythic action, push them to describe something far bolder than last time. But make sure there's room for something to grow, so that they can do Titanic actions in the next round.

Charge Your Weapon

Player: check the second charge box on that Weapon, the one in the +2 Dice column.



Charge the Blight



Player: if you used a Blight that was previous created, charge its next charge box.

Since it starts with one charge upon creation, the first time a Mythender uses this Blight in an action, he'll charge the second charge box. Second time, the third charge box, and so on.

The example to the right shows charging the Blight the first time a Mythender uses it after it's created.

Roll Dice & Gain Power

Player: gather your Storm dice, Thunder dice, and the Mythic Die. If you charged a Blight, add in one bonus Storm die. (Bonus Storm dice are also white.) Roll them together.

For each Thunder die that comes up , , or , gain a Lightning token. Put this into the Lightning pool on your playsheet.

For each Storm die that comes up , , or , gain a Thunder die. Put this in the Thunder pool on your playsheet. You'll use it in future turns.

Take additional Thunder dice equal to the number on the Mythic die (a means take 1 extra Thunder die, a means take 6 extra Thunder dice). This is in addition to the Thunder dice gained from Storm.

Important: don't touch the Mythic die, not yet. You'll need the number it rolled when you Suffer Corruption.

If you added in a bonus die from charging a Blight, return it when you're done.

Suffer Corruption

Suffering Corruption means dealing with a couple more things. They're covered in their own tutorial spread, **Suffering Corruption (page 92)**.

Mythmaster: jump to that section, deal with it, and then come back here.

Push Forward

Continue to the next page…

Mythenders' Second Action: Push Forward

…continuing from the previous page.

If the first Mythender has one Lightning…

Mythmaster: explain the Lightning sharing rule in brief.

> *One of the reasons that a group of Mythenders is a formidable force is because the Lightning they generate can be shared among them. As long as the Mythender acting can pay for at least half of what he wants to do (rounded up), he can ask for a handout from others. Since a Blight costs 2 Lightning to make, half is 1. So all you need is someone to give you 1 Lightning to pull off a Blight.*

Player: if you have a Blight idea and can get someone else to give you one Lightning, great! You two should add a brief word about how you're helped out. Then take that Lightning and proceed to the next bit below. If not, proceed to "Otherwise…"

On the first Mythender's turn…

Player: if you have an idea for a Blight, pay 2 Lightning and make one, just like the Mythmaster did. If you don't, brainstorm with the rest of the table to come up with one. It's important for the Tutorial that you make one up now.

See the Myth's Second Turn for more on creating a Blight **(page 87)**.

Player: you get to push forward this time! Describe how your action causes the Blight and what it does to your foe. You can accept input from others, including the Mythmaster, but what happens is up to you. (The exception: others can call you on doing something that makes the game not fun for the group.) After that, your turn is over. Proceed to the next Mythender's turn, or to the next round if everyone has had a turn.

Suffering Corruption

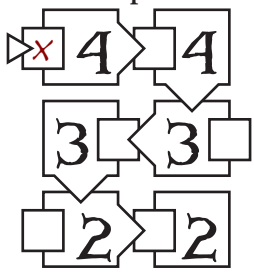
Mythmaster: whenever a Mythender rolls the Mythic die (whether doing a Mythic or Titanic Action), do this section. Start by reading the following, if you haven't yet.

So you're rolled the Mythic die! Congratulations! You've taken one step toward becoming a totally awesome god that your friends will probably End, if they survive this adventure. And for that, you get sweet stuff! But now we have to deal with Mythic Corruption and risking a piece of your mortal nature.

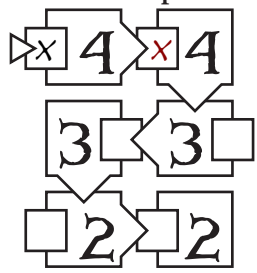
Gain Corruption

Player: mark a Corruption box. If this is your first time rolling the Mythic Die, you'll mark the first Corruption box. If this is your second time, you'll mark the second box.

First Corruption Box



Second Corruption Box



Change Form

If a player marked off both boxes on a row, which he will on the third turn because he grabbed the Mythic die a second time, then that Mythender changes form.

Mythmaster: if the Mythender changes form, read the following. Otherwise, skip this part and move to Progressing Fate, below.

Now that you've checked off both boxes in a row, you change Form! This means that you're taken on so much Mythic power that you can no longer keep your mortal Form; it twists to show some aspect of the god you'll become.

You wrote down some forms when you made your character (or used a pre-gen). The Paragon Form is now what you look like. This will impact later rules when it comes to dealing with people, since that tends to scare the hell out of mortals.

Player: if your Mythender has changed form, add that to your action's description.

The Paragon Form comes from that character's Fate. Here's an example, from the God of War Fate (page 58):



Paragon Form I appear as ...

A warrior with a halo of steel and blood over my head

Progress Fate

Player: compare the number on the Mythic Die with the number in the Corruption box you checked. If the Mythic Die is equal or higher, you're forced to progress your fate.

Since this tutorial only has you checking off the first two boxes, the Corruption number will be 4. So if the Mythic die comes up ⚃, ⚄, or ⚅, then the Mythender's Fate is progressed.

If Fate isn't progressing

Mythmaster: if the player isn't progressing Fate, read the following.

> *The Mythic die was low, so you aren't forced to give up your mortality. However, you can still choose to...*

Mythmaster: ask the player if he'd like to progress his Fate. If so, continue on. Otherwise, go to the rest you left off.

If Fate is progressing

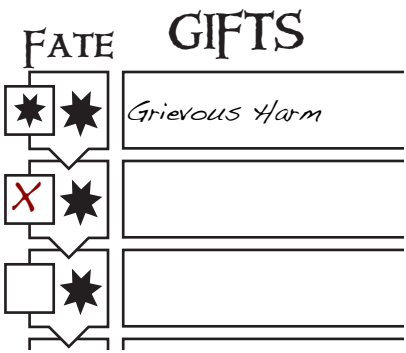
Mythmaster: if the player is progressing Fate, read the following.

> *Awesome! Not only did you push your corruption, you've lost a piece of your mortality! That's great! Each time you lose part of your soul, you get a new slot for a Gift—special tricks that let you change how the battle rules work.*
>
> *We're not going to get into the specific on Gifts right now, but after that battle is over, you'll get to fill in these new slots with awesome stuff!*

Player: check off the next available Fate box.

If this is the first time this Mythender has progressed Fate, check off the first box. If this is the second time, check off the second box.

First Fate Box



Second Fate Box



Myth's Third Action

Mythmaster: read the following to the table.

We're going to start the last tutorial round now. On my third turn, I'll: pick a Weapon, pick the Blight I made, describe the action, and then I'll totally Wound some of you. I'll use the same Weapon as I did before, but instead of charging a box, I'm going to drain the boxes I charged.

Now we get to explore the fun of getting Wounded! Woo! And this round, we'll talk about those Gifts you have.

Claim Might

Mythmaster: claim 2 Might tokens. Re-explain why if necessary.

Form your Action

Mythmaster: choose the same Weapon as before, and choose the Blight you created last time.

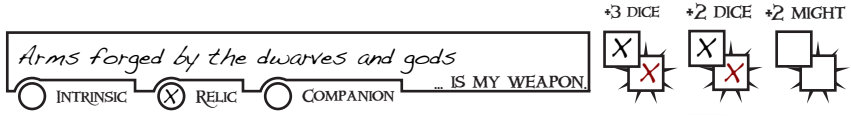
Describe Being Awesome

Mythmaster: describe your action. Make sure your Weapon and the Blight are important in that action. You must describe hurting at least one Mythender during this process, which shouldn't be a problem.

Again, describe your action involving this Weapon, but you'll also have to involve the Blight; otherwise, you're not allowed to get any benefit from it. Describe something that could hurt most or all of the Mythenders, or you're not allowed to Wound them with Push Forward.

Drain Your Weapon

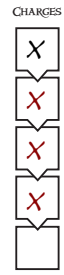
Mythmaster: check the first and second drain boxes on your Weapon. Then say the following.



Now that I'm draining a weapon, I get to check off the drain box for each column with a check in the charge box. I get to add those bonuses to the dice I'm rolling this turn as bonus Storm dice, 5 in this case. You probably also see that the third column says "+2 Might"—if you drain that box, you immediately gain 2 Might tokens as well.

Charge the Blight

Mythmaster: check off one charge box for each Mythender you're fighting. If you're dealing with three, you'll check off three, as in the example to the right. Then read the following.



You'll see that I checked off some charge boxes on the Blight. I got to check off one for each of you. On your turns, you'll see more on this, and on drain a Blight.

Roll Dice & Gain Power

Mythmaster: gather your Storm dice and Thunder dice, then gather 5 bonus Storm dice. Roll them together.

This process is almost identical to your second turn. You get one bonus Storm die this turn for charging the Blight, and you'll interrupt it by using a Gift.

Introducing the Relentlessness Gift

Important: if all of your Thunder dice are successful, turn one of them to be ⚀. Explain you're doing this for tutorial purposes.

Mythmaster: if you have any failures on your Thunder dice, read and do the following.

> *I'm going to show you have a Gift works. My Myth has a Gift called "Relentlessness," which means that I can reroll failed dice. If I pay 2 Might tokens, I can take all the failures from one die type—Storm or Thunder—and reroll them. Now, I can only do this once a round; Gifts only work once a round unless they say otherwise.*

Mythmaster: pay 2 Might tokens, and reroll all your failed Thunder dice.

Now gather Storm and Thunder as normal. Once you have, put the bonus Storm dice back.

Push Forward

Mythmaster: read the follow to the victims…I mean, the players.

> *Hey, how are you doing? I'm doing great. You know why? Because I'm totally going to Wound you now. But on the bright side, you're learning it now so that you can do it to me on your turns!*

For this, it's important to not Wound everyone, even if you're able to. Choose one person who has at least six Thunder dice to not be Wounded this turn, so that they keep all those dice for their action. Among the others, choose at least two to Wound.

Note: if you for some reason don't have 3 Lightning by now, take enough to make three, and explain you're cheating for tutorial purposes.

> *Now I'm going to Wound some of you: [Names of the Mythenders you're Wounding]. Know that the only reason I can is because I described it possibly happening in my action. For the first person, I have to pay your Wound Cost, which you'll see on your sheet is 3.*

Mythmaster: pay 3 Lightning tokens, then read the following.

> *That's to Wound one of you. As a Myth, I have a special rule about wounding multiple Mythenders: I can spend 1 Might token for each additional Mythender I want to Wound. It still has to make sense with what I described earlier.*

Mythmaster: pay 1 Might Token for each additional Mythender you're wounding, and then proceed to the Being Wounded section (page 98).

Once you're done with the Mythenders being Wounded and the aftermath description, proceed to the Mythenders' turns. And kiss goodbye to your petty little Myth.

The Mythenders' Third Round

The third round is slightly more complicated for you, the Mythmaster, to direct, because you're going to have the Mythenders all do something slightly different. Rather than let the player's organize their turn as they did turning the first two rounds, you'll organize them in order to introduce new sets of rules.

Mythmaster: before the Mythenders take their turns in the third round, read the following.

> *Normally you get to organize your order each round, but for this tutorial, I'm going to order you on this round in order to showcase different rules.*

This is because you're introducing four concepts: Wounding the Myth, draining a Blight, the Titanic action, and other Gifts the Mythenders have.

Mythmaster: for the first turn, pick the person with the lowest amount of Thunder dice…unless they have the Grievous Harm gift, in which case pick someone else with a low amount.

This will be a Mythic action where their Blight is drained and the Myth is Wounded. Use the **Mythenders' Third Action: Mythic/Draining (page 102)** step.

Mythmaster: for the second turn, pick the person with the highest amount of Thunder dice.

This will be a Titanic action, and the Myth will be Wounded. Use the **Mythenders' Third Action: Titanic (page 104)** step.

Mythmaster: if you haven't picked someone with the Grievous Harm Gift yet, and one of the Mythenders has that Gift, then pick that person. Otherwise, allow the remaining players to go in whatever order they like.

At this point, the rest of the tutorial is freeform. You have taught all the concepts contained here. Make sure everyone gets a chance to Wound the Myth. Use their special Death Practice Gift, or cheat and add a couple Thunder dice to their pool if they run out.

If the round ends and the Myth is still alive, discard all your dice and declare that it's dead. Let the Mythenders describe the battle's aftermath as normal.

As always, when you're cheating for the tutorial, explain that you are.

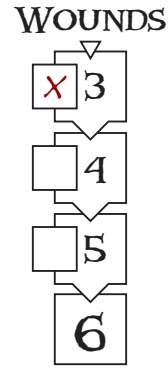
Wounding the Mythenders

Mythmaster: read the following.

Now we're going to explore the joys of being Wounded! Yay! This will involve your Thunder dice and the Wound track on your playsheet.

What you'll do here is walk the players through being Wounded, which means checking off a Wound box, rolling for the Wound, and possibly dying. The players addressed in this section are specifically those who were targeted.

Check your Wound Box



Since this is the one time the Mythenders will be Wounded in this tutorial, they'll check off the first box, which is a 3.

Mythmaster: read the following.

If you're wounded, you're going to start by checking off your first available Wound box, the one listed as "3". That's your Wound number, which we're going to use in the next step. You won't get Wounded again during this battle, but if you were again, you'd check off the next one—the "4".

Players: check off the first available Wound box, the 3 one.

Roll your Wound

Mythmaster: read the following.

Now that you've checked off your Wound box, you're going to use the number next to it—the Wound number—to see how horrible and messed up this attack has made you. Gather up your Thunder dice, and just those dice. Then roll them. Anything that's less than that number (⚀ or ⚁) are discarded, put back into the general pile. Anything that's that or higher (⚂, ⚃, ⚄, or ⚅) you get to keep…for now.

Players: roll your Thunder dice. Keep any that are ⚂ (your Wound number) or higher. Discard any that are less than ⚂.

Are you dead?

Mythmaster: read the following.

Anyone who loses all their Thunder dice are dead. Well, sort of. Mythenders have a say in the matter.

Mythmaster: if any player has no Thunder dice due to this Wound, read the following.

And looks like we have a fatality! We'll get to you once we take care of everyone else.

Mythmaster: if no players have lost all Thunder dice, read the following.

And looks like everyone's still alive. Thankfully, the rules say I can't just kill one of you to demonstrate the rules. But if anyone would like to volunteer…

If someone wants to volunteer to die, they can discard all their Thunder dice. But it's okay if no one wants to die this early in the game.

Mythenders Who Aren't Dead

Mythmaster: Read the following.

> *Take your remaining Thunder dice back into your pool.*

Note: sometimes you won't lose any dice on a Wound roll. If that happens, tell the player that they're lucky this time, but that they're still Wounded, and the next time they get Wounded, they'll have to deal with a higher Wound number.

Mythenders Who Are Dead

Mythmaster: Jump to the section on dead Mythenders, page 100.

Check Companions

Mythmaster: Read the following to the Wounded players.

> *Now we'll get into the different Weapon types, specifically Companions. See, your Companions really, really hate when you get Wounded. Because of that, when you're Wounded, they get a free charge. Check off one of the Charge boxes on any Companion weapons you have. If you don't have any Companion weapons, you don't get any special benefit.*

The Bloodlust Gift

Mythmaster: Read the following to the table.

> *There's a Gift called "Bloodlust," which is something you can do when you're Wounded. It lets you turn the Thunder dice you lost into Lightning tokens you can spend on your turn.*

Player: if you have the Bloodlust Gift, you may spend 2 Might tokens. If you do, gain a number of Lightning tokens equal to the number of Thunder dice you just lost.

Describe the Aftermath

Mythmaster: Describe the aftermath of this action. Get really brutal and messy with how the Mythenders are finally Wounded in a way they could feel. If any Mythenders died, describe killing them. Then go back.

Dead Mythenders

Mythmaster: read the following.

So, you're out of Thunder dice. Normally, that means you're dead. But let me ask you a question: do you want to stay dead? You don't have to. As a Mythender, being dead is a choice—if you choose to stay dead right now, then you're forever dead, as a mortal. But you could instead choose to let your Mythic Heart save you, at the price of permanently corrupting you.

Since this is a tutorial, what do you say we get to the good part and bring you back from the dead. You don't want to be slaughtered by a bunch of punk einherjar, right?

Aside: The Mortal Choice to Die

The Mortal Choice is easy, the character is just dead, the game is over for him. And it can be a powerful story choice, when you're fighting a god and you're in danger of becoming a Myth at the end of that fight. But that's for a later time.

The Mythic Choice to Survive

Player: tell the Mythmaster that you're going to survive this death. Feel free to add whatever wit or profanity you feel is appropriate. It's not every day you get killed and then get to say "Actually, no I don't."

Losing Lightning

Mythmaster: read the following.

Since you're declining death, we've got to do a couple things. First of all, you're going to lose half of your Lightning, rounded down. This is because being killed, even for a split-second, tends to take some of the wind out of your sails.

Player: discard half of your Lightning, rounded down. So if you had 5, you'll lose 2 and keep 3.

Special note: if a Mythender dies during their Titanic action, then they don't lose Lightning.

Progressing Corruption & Fate

Mythmaster: read the following.

Next up, you're going to check off one more Corruption box and one more Fate box. Embracing your Mythic nature to come back from the dead is a Big Deal, and it brings you closer to becoming a Myth.

Player: check your next Corruption box and Fate box. This means you'll have two Corruption boxes checked now, so when you describe coming back to life, include how you change form with that.

See the **Suffering Corruption (page 92)** for those details.

Gaining Permanent Corruption & Fate

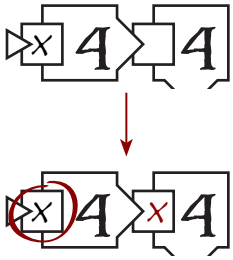
Mythmaster: read the following.

Now that we've increased your Corruption and Fate, we're going to make some of those boxes permanent. Normally, when you seek sympathy from a mortal during an interlude,

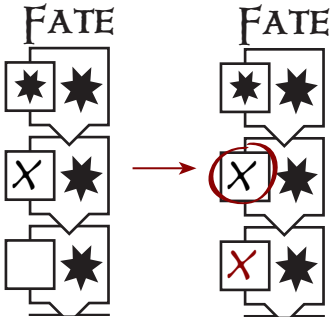
you can heal your Corruption and Fate to keep yourself from becoming a Myth. But each time you die, that becomes harder to do.

Player: draw a circle around the first Corruption box you checked and the first Fate box you checked. These are "Permanent Corruption boxes" and "Permanent Fate boxes."

Permanent Corruption Box



Permanent Fate Box



Getting Back Into the Battle

Mythmaster: read the following.

Last thing: now that you're ready to fight again, you're going to need more Thunder dice, right? You get an amount based on your current Form, just as you do at the beginning of every battle. For now being at Paragon form, that means 2 Thunder dice.

Player: take 2 Thunder dice from the pile and put them in your pool

Mythmaster: read the following.

I'm about to describe the aftermath now. During that, I'm going to describe killing you. Then, when I'm done and before anyone else goes, you take a moment to describe coming back from dead however you want. Including changing form in that, since both boxes in your first Corruption row are checked.

Player: after the Mythmaster describes killing your Mythender, get all sickhouse in describing how he comes back to life.

The Bloodlust Gift

If you have the Bloodlust Gift, you may use it after you come back from death, in which case you'll get even more Lightning! Treat all the Thunder dice you lost as Lightning tokens gained; don't subtract the new Thunder dice you have from coming back.

Mythenders' Third Action: Mythic/Draining

Mythmaster: read the following.

This action is going to be a Mythic Action, just like the last one you did. You'll use the same Weapon as before, but this time you'll drain it. And you'll drain the Blight. If you have enough Lightning, you'll also get some revenge by Wounding me.

Form your Action

Player: choose the same Weapon as before. Choose the Blight you've created.

Describe Being Awesome

Mythmaster: read the following.

So, the thing about this world is that you can wound Myths in a number of ways. The obvious is physical combat, but anything that assaults them psychologically and destroys their resolve to fight also causes them to die. If you make these guys feel fear or shame, or even things like you forgiving them, those all cause Wounds…as long as you have a Weapon that's relevant.

Player: describe your Mythic action. Make sure your Weapon and the Blight are important to the action. Describe something that will damage the Myth.

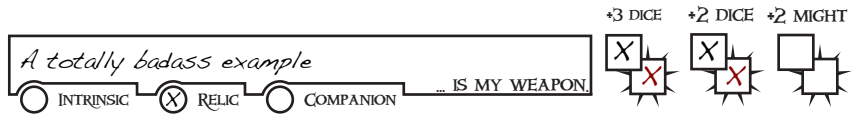
Again, guide the player if needed. Make sure all the key bits are hit, so you can show everything in this tutorial step.

Drain Your Weapon

Mythmaster: read the following.

You're going to drain the charge boxes on your Weapon, just like I did.

Player: check the first and second drain boxes on your Weapon. If your third box is also checked, because you've been using a Companion Weapon and were Wounded, check the third drain box as well. You always drain every charged box on your Weapon.



Have the player take 5 bonus Storm dice. If the +2 Might box was drained, also have them take 2 Might tokens. Explain that these tokens aren't temporary like bonus dice.

Drain the Blight

Mythmaster: Read the following.

By now, most or all of the charge boxes on your Blight are checked. Now we're going to drain the Blight. You'll grab a number of bonus Thunder dice equal to the boxes charged, and then you'll erase all the charges.

Player: take a number of red bonus Thunder dice equal to the charges on the Blight, and then erase the charge checks.

The Blight's now drained, but it's still around. You can recharge it in future turns.

Roll Dice & Gain Power

Player: gather your Storm dice, normal and bonus Thunder dice, and the Mythic Die. Roll them together.

For each permanent Thunder die that comes up , , or , gain a Lightning token. Put this into the Lightning pool on your playsheet.

For each bonus Thunder die that comes up , , or , gain a Lightning token. Put this into the Lightning pool on your playsheet.

For each Storm die that comes up , , or , gain a Thunder die. Put this in the Thunder pool on your playsheet. You'll use it in future turns.

Take additional Thunder dice equal to the number on the Mythic die (a means take 1 extra Thunder die, a means take 6 extra Thunder dice). This is in addition to the Thunder dice gained from Storm.

Once you've gained everything, put the bonus storm and bonus Thunder dice back. Don't touch the Mythic die, because you'll need the value it rolled when you Suffer Corruption.

Using the Relentlessness Gift

If the Mythender has the Relentlessness Gift, before they discard the bonus Storm and bonus Thunder, suggest that they use the Relentlessness Gift

This would be just like you did on your turn, so use that as a reference. Note that when using this Gift, bonus Storm dice can also be rerolled if the player picks Storm, and bonus Thunder can be rerolled if Thunder is chosen.

If the Mythender doesn't have the Relentlessness Gift, but has a Gift slot open from progressing Fate at least once, the read the following.

> *You have an open Gift slot, which means that, at any time, you can fill that in with a new Gift. If you'd like to reroll some of those failures, you can pick the Relentlessness Gift right this moment, and then pay 2 Might to reroll either your Storm or Thunder failures.*

If they chose to, direct them in using that Gift.

Suffer Corruption

Mythmaster & Player: jump back to that section (page 92), deal with it, and then come back here.

Push Forward & Wound

Mythmaster & Player: follow the step for Wounding the Myth, page 106.

Mythenders' Third Action: Titanic

Mythmaster: read the following.

> *Now we'll introduce the highest scale of action: the Titanic action. You'll need to describe something much more dramatic than any of the Mythic actions so far. You can rip the land in half with a simple swing of a sword, turn the sky into ice with a glance, or anything else that you can imagine…provided you can describe it with one of your Weapons. Also look at your Fate: for instance, if you're a God of Death, you can describe raising the dead as a Titanic action.*
>
> *You'll use the same Weapon as before, but this time you'll drain it. You'll charge the Blight again. And you'll Wound me.*

Note: this step assumes that the Mythenders' Blight has already been drained.

Form your Action

Player: choose the same Weapon as before. Choose the Blight you've created.

Describe Being Awesome

Player: describe your Titanic action. Make sure the Weapon and Blight are important to the action. Describe something that will damage the Myth. It shouldn't be hard.

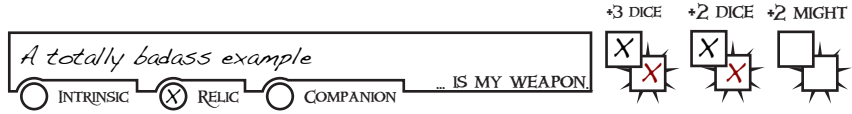
You should guide the player into describing a Titanic action. If it helps, goad the player after getting a weaker description than necessary, as per page 240 in the Mythmaster's chapter. Saying "Oh, is that all?" or similar may help, if the table has a sense of esprit de corps.

Drain Your Weapon

Mythmaster: read the following.

> *You're going to drain the charge boxes on your Weapon, just like I did.*

Player: check the first and second drain boxes on your Weapon. If your third box is also checked, because you've been using a Companion Weapon and were Wounded, check the third drain box as well.



Mythmaster: read the following.

> *Okay, here's where the rules change rather drastically from anything else you've done so far. First of all, you don't roll any Storm dice when you do a Titanic action. That means you can't take any bonus Storm dice from draining your Weapon. But when you drain a Weapon, you have another option: take bonus Thunder dice instead.*
>
> *It normally costs you 2 Might to do so, but if you're using a Relic Weapon, it's free. However, you can't mix your bonuses; you either take it all as bonus Storm or all as bonus Thunder.*

Player: if your Weapon is a Relic, take 5 bonus Thunder dice. if your Weapon isn't a Relic, pay 2 Might and then take 5 bonus Thunder dice. If you also drained the +2 Might box, take 2 Might now.

Charge the Blight

Mythmaster: read the following.

Now you get to charge the Blight. Remember how I said that you don't roll Storm dice on a Titanic action? That means you won't get the bonus Storm die for the Blight. However, you can still charge it, so you or another Mythender can take advantage of that later.

Player: charge the Blight by checking its highest unchecked box.

Roll Dice & Gain Power

Mythmaster: read the following.

Here's the last bit about a Titanic action. When you roll, all your successes generate 3 Lightning tokens each. So if you get 4 successes, that's 12 Lightning! Enough to really put the hurt on me. But there's a downside: you have to discard all your failures, which means you'll get a bit hurt and might even die from it. No risk, no reward!

Oh, and this is the way to get a lot of Might at once. The Mythic die doesn't give you more Thunder dice this time. It gives you more Might, which you can spend immediately.

Player: gather your normal and bonus Thunder dice, and the Mythic die. Roll them.

For each permanent Thunder die that comes up , , or , gain 3 Lightning tokens. Put this into the Lightning pool on your playsheet.

For each bonus Thunder die that comes up , , or , gain 3 Lightning tokens. Put this into the Lightning pool on your playsheet.

Take additional Might tokens equal to the number on the Mythic Die (a means take 1 extra Might token, a means take 6 extra Might tokens).

Discard each permanent Thunder die that comes up , , or . If that means you lose all your Thunder dice, then you've died. That's okay, you'll get better. See Dead Mythenders, page 100, then come back here.

Once you've gained everything, put the bonus Thunder dice back.

Using the Relentlessness Gift

You may wish to explain the Relentlessness Gift, as with the other version of a Mythender's third turn. However, for a Titanic action, it costs 4 Might to use.

Suffer Corruption

Mythmaster & Player: jump back to that section (page 92), deal with it, and then come back here.

Push Forward & Wounding

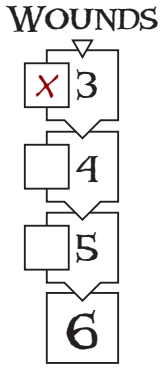
Mythmaster & Player: follow the step for Wounding the Myth, page 106.

Wounding the Myth

Mythmaster: read the following the first time you're Wounded.

Now you're going to Wound me! I'm going to do the same thing as you, where I'll check off a Wound box and roll my Thunder dice to see if the Myth is still alive.

This Myth has the same Wound boxes that you do, but when you're fighting gods, they'll have more Wound tracks.



Pay for the Wound

Mythmaster: read the following.

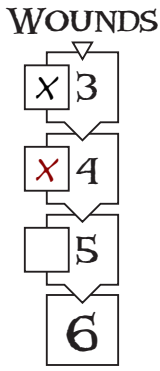
The Wound costs for the Myths vary. This Myth is weak, and its Wound cost is only 4 Lightning.

Player: pay 4 Lightning. You may share as before, but you must pay at least half the amount (2).

Doubling Down

Mythmaster: the third time you're Wounded, introduce this section and read below.

There's another way you can increase the Wound number: by paying double the Wound cost in Lightning.



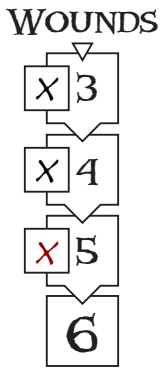
Player: you may pay twice as much Lightning (8) to double down. If you're sharing, then you must pay at least half the total (4).

Check your Wound Box

Mythmaster: check off your next available Wound box, and tell the Mythenders what your Wound number is.

The first time you're wounded, check the 3 box. Second time, check the 4. Third time, check the 5. You won't check anything after that, as you'll be out of Wound boxes.

Whatever number you checked off is your Wound Number, just as when the Mythenders were Wounded. If you ran out of boxes, then your Wound number is 6.



The Grievous Harm Gift

Mythmaster: the second time you're Wounded, introduce this section and read the following.

There's a gift that some of you [have/may have], called Grievous Harm. Since you can't Wound me twice in one turn, this is how you make a Wound more vicious. If you have it, you can pay 2 Might to increase my Wound number by one. It doesn't change which box I check, just what I have to roll to keep my Thunder dice.

Player: if you have the Grievous Harm Gift, you may use it. If you don't, but you have an open Gift slot, you may take it right now and use it, before the Mythmaster rolls for the Wound.

Roll your Wound

Mythmaster: roll your Thunder dice. Keep any that are equal to or higher than your Wound number. Discard any that are less.

If the players raised your Wound number to 7 due to the Grievous Harm Gift, then you will start by discarding everything that isn't a ⚅, and then discard one ⚅. If the Wound number is 8, discard two ⚅s.

The Bloodlust Gift

Your Myth should have the Bloodlust Gift. Demonstrate it by using it, even if you've already explained it. This helps cement to the players that the Myths can and will have the sort of dirty tricks they do.

If you haven't explained it yet, do so as per Wounding the Mythenders, page 99.

If you're out of Thunder Dice…

Mythmaster: if you're out of Thunder dice, but not everyone else has had a chance to go this round, read the following. Then grab two Thunder dice from the pile and go back to Push Forward on the Mythender's turn.

> *So, you've killed me. Sweet! Unlike you guys, the Myths don't have a choice to make. When they're dead, they're dead (though sometimes a god will have a Gift that lets them cheat).*
>
> *Normally, the battle would be over, but since this is a tutorial, I have to cheat so everyone gets a chance to do a third turn.*

Mythmaster: if you're out of Thunder dice, and everyone has had a chance to go this round, read the following. Then proceed to the Battle Epilogue, page 108.

> *So, you've killed me. Awesome! Unlike you guys, the Myths don't have a choice to make. When they're dead, they're dead (though sometimes a god will have a Gift that lets them cheat). Now let's finish up this battle.*

Now proceed to the Battle Epilogue.

If you're not out of Thunder Dice…

Mythmaster: if this is the last turn of the round, and you still have Thunder dice, discard them all. Then read the following and proceed to the Battle Epilogue, page 108.

> *Okay, technically the Myth is still alive. But the tutorial is over, so I'm going to discard all my dice and declare the Myth dead. Let's face it, it was on the ropes and you were going to End it in a turn or two anyway. Nothing much I could do. Let's finish up this battle.*

Now proceed to the Battle Epilogue.

Otherwise…

Player: if the Myth still has Thunder dice and this isn't the last turn of the round, you get to describe how you've Wounded it. Get vicious about it. Then the turn goes to the next player.

Battle Epilogue

Describe the End

Mythmaster: read the following to the table.

> *You have Ended the Einherjar! Now we're going to go around the table, and everyone, including me, will describe some bit of the end.*

Start with the Mythender who Ended this Myth, and have them finish Push Forward, describing how the battle Ends because of their action. Then have the other Mythenders chime in with a bit. Finally, add some description yourself. This is collaborative, so build on each other's description and help each other make this narrative as awesome as it deserves to be.

For a bit of added fun, have the player who Ended the Myth rip up your Myth sheet. (Unless you want to reuse it or something.)

Resting

Mythmaster: read the following to the table.

> *Next we'll reset your Mythenders' playsheets, as you now have a moment to rest.*

First, their Wound boxes all get unchecked—taking a moment to breathe after a battle is enough to give their Mythic Heart time to heal them.

Second, they'll discard all their Thunder dice and Lightning tokens—the battle is over and the moment is calm, so all that power goes back into the Mythic World. Might tokens are yours to own and wield, so any you have left over are kept for the next battle.

Finally, they'll deal with their Weapons. Any boxes that have been charged and drained get both boxes erased. As for as the charges that haven't been drained…

Mythmaster: read the following to the table.

> *Okay, for the charges not drained, they're normally also lost. But there are two exception. First, Intrinsic Weapons always keep their undrained charges after a battle—your sword may be sheathed and your Companions may take a rest, but your innate qualities never stop raging on.*
>
> *Second, you can preserve the undrained charges on your Relic and Companion Weapons by pouring some Might into them. For each charge you want to keep, spend one Might token.*

Then help direct them in this regard. They don't have to spend Might if they don't want to, but encourage them, because the god they'll be fighting is no pushover.

Gathering Rage: Claim a Blight

Mythmaster: read the following to the table.

> *Myths have things they do at the end of every round they're still alive, called Gathering Rage. Lesser Myths, like these Einherjar, have effects that happen at the end of the battle, the aftermath. Because these Einherjar lived to the end of the second round, I get to turn one of the Blights created into a lasting Blight that the Myth can use. It doesn't matter who made this Blight; the Myth now owns it as a lasting one.*
>
> *If this Myth had survived the third round, it would have given the god ahead more power by giving it another charge box to check. So it's really important to slaughter Myths as soon as you can!*
>
> *Greater Myths and gods, like the one you'll face down soon, have Gathering Rage triggers that give them more power and do other things during the battle. So expect that to happen.*

Pick a Blight that was made and check the Lasting box on it. If you pick a Mythender's Blight, scratch out their name and put "Mythic Norden" instead. It's no longer that Mythender's Blight.

The Other Blights

All the other Blights are discarded, as they aren't lasting, and the battle is over.

Battling Myths & Gods

Battle Overview

Battle in Mythender is a ritual with a number of moving parts (using all the dice and tokens listed on page 17).

If you're playing your first battle, these rules are introduced incrementally in **the Tutorial Battle chapter, page 75**.

Concepts

These concepts are important, high-level ideas that help the battle flow and everyone enjoy the most out of it.

What to Think About During a Battle **page 114**
Really Important Concepts **page 115**
Physical & Metaphysical Nature of Battle **page 116**
The Shape of Foes **page 117**
Actions in Brief **page 120**
Blights **page 122**

Running a Battle

Here's the guidance for the Mythmaster running the battle, from how to describe it, setting up everyone's stats, and the idea of rounds. At the end of the chapter, there's a bit for the Mythmaster to know about the dirty tricks Myths use.

Framing a Battle **page 118**
Initial Battle Stats **page 119**
Rounds **page 121**
The Myth's Tricks **page 146**

An Action

This section goes through all the steps and decisions you can make during your action, from the Weapons and Blights you might use to the effects you'll put on your foes and the Mythic World.

Steps to Your Turn **page 124**
Scales of Action **page 125**
Form Your Action **page 126**
- **Describe Being Awesome** **page 127**
- **Charge or Drain Your Weapon** **page 128**
- **Charge or Drain A Blight** **page 130**

Gather & Roll Your Dice **page 132**
Suffer Corruption & Risk Fate **page 134**
Push Forward **page 136**
- **Creating a Blight** **page 138**
- **Destroying a Blight** **page 139**
- **Wounding your Foe** **page 140**

The Ending

One thing is certain in every battle: someone's going to die. Mythender death isn't the same as a Myth Ending, but either way, this battle will come to a conclusion.

Mythender Death & Making the Choice **page 142**
Myth Death & Being Screwed **page 143**
End of the Battle **page 144**

Example

Then comes an eight-page example of a Mythender playing through a few turns in battle, using the same structure as in the Tutorial battle.

Running Battle Example: Ben bar Yosef **page 150**

Tactics & Reference

Some useful information for playing a battle.

Basic Battle Tactics **page 148**
Battle in Brief **page 158**

What to Think About During a Battle

Mythender's battle system works like an ensemble cast comic book or action movie. Someone does something kick-ass, then the next person does something, and so on. Sometimes the person kicking ass is a hero, sometimes a villain. It can take the shape of sparring, when two combatants follow one another, but often it's a camera change, focusing on the next person to do something awesome.

These battles are vast, taking place over a large space and a large number of combatants. The cast can range from five to five thousand, the space of a football field to several square miles. It may stay on the ground, or the heavens may open with people falling and flying. The only bound is your imagination and desire—some fights are better when they're small, and some are meant to be vast.

Battles in Media

Any epic ensemble cast fight sequence will show you what to do, from the *Lord of the Rings* movies, superhero teams like *The Avengers*, and soldier groups like *G.I. Joe*. For a sense of scope, look at movies with dramatic, powerful characters with equally immense foes, like *300* or *Beowulf*.

Everything I've listed has been an inspiration for this battle system. This is as much about making a comic- or movie-style battle as much as it is about incredible demigods beating the crap out of Myths.

The Silent Foe: Time

Heroes do not just fight against Myths, the fight against time. Myths will always gain the upper hand if they are given enough time; that is their nature. Sometimes, that is because they have some other plan, or they have reinforcements coming, or they'll just outlast the heroes if the heroes do not give it their all and then some. Regardless, just as in action movies, Mythenders do not have the luxury of being meek and whittle down myths. If they take too long, the Myth will gain enough power to outright annihilate them.

The Need for Power and the Risk of Corruption

Especially when fighting the greater Myths and gods, Mythenders need to tap into Mythic Power to overcome their foes. In doing so, they risk become the very thing they were forged to destroy. Every time Mythic Power is called upon, it's like taking a wound to your soul—one you can't feel, as you're numb to pain in the heat of battle, so it is hard to know how deeply you've been cut.

Think about an epic fight in the *Star Wars* universe, and the temptation to call upon the Dark Side to defeat one who can use that same power freely, and you understand this dilemma.

But Mythenders don't change in the middle of the battle. They change just afterward, in that first calm moment after all is done. Only in that calm do you feel each of those cuts into your being, and only then to we see if you have taken the final wound that annihilates your mortal nature.

Really Important Concepts

If you're used to playing other combat-oriented roleplaying games, there are a couple big assumptions that you might have that aren't true in **Mythender**. Some people understand these concepts right away, and others need to see these things in action before they truly comprehend how it works.

Actions Are About Power, Not Success & Failure

When you do an action, **you will succeed**. The only immediate failure in **Mythender** is failing to keep your Mythic nature under control, and never in what you do to assault a Myth.

So why even roll dice? Because the question of each action is how much power that action will give you. Every one gives you power to wound the Myth and survive the battle.

Hurl a spear at Thor, and it will hit. How much power will it give you? What will you do with that power?

There is No Such Thing As Defense

The adage "the best defense is a good offense" is literally true in **Mythender**. When someone attacks you, it will connect—again, there's no failure. Your foes gain power, just as you do. The only thing you can do to keep yourself from being killed is to kill the other guy first. There is no parrying or dodging an attack, though you're free to describe a bit of color when an attack happens and it doesn't kill you (which is most of the time).

It's a race to the other's death. You'll get beat down at times, but if you beat down the other guy even more, then you will prevail.

There is only One Myth in a Battle

While you might be fighting a horde of beasts, there's only one actual Myth playsheet on the table. The Mythmaster has one set of stats representing every foe you see on the field of battle. Keeps things simple.

Physical & Metaphysical Nature of Battle

Battles in the Mythic World take place in a space unlike battles mortal make among themsleves. It is not solely about being the most badass gal with a sword or beating the other guy to the punch, though that's certainly part of it. The Mythic World is both physical and symbolic, as are its Myths.

The same is true for Mythenders.

Physical

This should be obvious. You can slaughter your foes with your skills, your blade, your cavalry, all that real-world stuff. Even much of magic is physical: lightning scorches your body, water drowns your lungs, etc.

Metaphysical

Here's where it starts to get weird, as Myths and Mythenders can assault each other's Mythic Hearts in different ways.

The Near-Physical

You can assault the Mythic soul of another being with faux-physical acts, like stabbing them in their aura with a ghost knife, having spirits rend their essence, and so on. Those are metaphysical, but they appear and feel physical, so it still makes sense to new Mythenders still used to how mortals war.

The Connection of Weapons

Weapons are connected to the Myths and Mythenders that wield them. By assaulting a Weapon, you're assaulting that being directly, usually through Relic and Companion Weapons. By wounding and killing Companions, you're attacking your foe directly.

This can manifest physically. Behead a lieutenant, and watch as the Myth has a new wound around her ribs. But it need not–wounds don't have to show to kill.

Also, this means that parrying with your Relic Weapon is kind of ridiculous, but also still totally badass since, from a story perspective, two Weapons are assaulting each other. Sparks should fly. (That said, there's no rules for this sort of "we hurt each other at the same time" because there's no such thing as defense in **Mythender**–you'll see the rules soon enough.)

Assault of the Mind & Soul

Here's where it gets strange: beings with Mythic Hearts are forces of will. By assaulting that will–making that Mythender or Myth *feel* something they don't want to–you're directly wounding that Heart. Causing a moment of fear, doubt, confusion, lust, loss, sadness, dismay, anything that doesn't come purely and naturally from your foe is in and of itself an attack. Often, these attacks can manifest physically, since the physical and the symbolic are utterly linked–fear making cracks in skin or the like–but this isn't *always* the case.

So, yes, if you can describe how you can pull it off with your Weapons and the situation, you *can* stab your foe in the hope with your ennui.

Wrap your head around that one.

Or don't. Many Mythenders stick to the realm of the physical and near-physical. Also cool.

The Shape of Foes

Myths come in a few different shapes and sizes. Sometimes the Mythenders will face an army or horde of lesser monsters. Other times, a small group of powerful creatures or sorcerers. And always, at the end, a greater Myth or god, with its own host of lesser Myths.

Lesser Myths

The lesser foes know they are going to their doom when facing a Mythender. Mythenders can and will easily slaughter a dozen with a single, simple blow. They throw themselves away for the glory of Mythic Norden and the masters they serve, knowing that what they're doing is pushing the Mythenders to take on Mythic Corruption. And should they succeed in pushing long enough, some even escape with a piece of that stolen power, that their god will take advantage of later.

Because there are so many, they count as one of their own Weapons, usually a Companion Weapon (such as The Horde or The Army).

Powerful Creatures & Sorcerers

These beings work in packs of three to twelve, and may have a small army of lesser Myths with them (as Companion Weapons). The fewer there are, the more powerful they tend to be. They too know that their lives are likely forfeit, but they are also more dangerous the longer they survive.

Greater Myths & Gods

The grand myths, ancient monsters, and gods are the most powerful of Myths. Their Endings are not guaranteed, for they do not simply seek to survive a battle, but to force Mythenders to embrace corruption to fight them. So even if they are Ended, they may be reborn from a fallen Mythender. And as they are the most powerful of all Myths, the Mythic World grants them strength throughout the battle. If they last long enough, they will have enough power to sunder the Mythenders once and for all.

What This Means

Between these three categories, little changes within the rules. The gods have four Weapons while they others have three, just like Mythenders. Sometimes the god's Weapon charge bonuses (page 128) are different. And the powers the gods trigger each time they begin a new round increase with ferocity with their scale (**The Myth's Tricks**, page 146).

The biggest difference, though, is in describing hurting or killing these foes. Casually describing killing a few lesser foes during an action is trivial, not even requiring Lightning Tokens to be spent. On the other hand, it takes great effort (and expenditure of Lightning) to merely wound a god. There's more about this throughout the chapter, but you should know that going into a battle.

Framing a Battle

Framing a battle is about describing the set where the battle's happening, how the Mythenders and the Myth enter, any opening witty or foretelling dialogue, things like that.

The Mythmaster will paint the scene, describing the location and the creatures or gods involved. Maybe there's some banter between the Mythenders and their foes before violence happens. Maybe not. The Mythmaster has some guidance on this in **Describe the World, page 242**, and some sample sets for Mythic Norden in **Some Battle Sets, page 208**.

Take a moment to set up the tone of this battle, like the opening shot in a movie or comic's extended fight scene. Don't worry about having to rush into the fight; the Myth's going to get the first action no matter what, because they always have the home field advantage.

Once the exposition and any pre-battle dialogue feels done, the Myth starts the first round.

The First Action

The Myth always gets the first action in a round, period. This is the advantage the Myths have because of the Mythic World's backing, as actions aren't just about doing something but about drawing power to slaughter your foes through what you're doing.

That's how the game works. Sometimes, Mythenders will describe being awesome in a way that seems like they should go first. Interrupt that. Myths are cheating assholes.

Initial Battle Stats

When a battle starts, Mythenders and Myths set their dice and tokens:

Mythenders

Any Thunder or Lightning you had left over from the last battle should have already been discarded. If not, discard them now. Likewise, any charge boxes that you have checked and not drained are erased, unless you preserved them after the previous battle.

Take starting Thunder based on how much Corruption you've gained, based on your current Form:

- Mortal Form: start with 1 Thunder die
- Paragon Form: start with 2 Thunder dice
- Supernatural Form: start with 4 Thunder dice
- Godly Form: start with 6 Thunder dice

The stronger your link to the Mythic World, the more power you command at the start.

If you had a moment to rest (e.g. had a Mythender Moment before this battle), then you may also erase the marks on the drain and charge boxes, except for those charge marks you've preserved after a battle (see page 145). Along with that, your Wound track should also be completely healed.

Myths

If the Myth has any Intrinsic Weapons, they start the battle with the middle charge box charged for each one of those Weapons. If the Myth gained any additional charges based on what's happened during the adventure up to now, charge off that many more boxes on any Weapon, at your discretion.

Myths get Storm dice, starting Thunder dice, and starting Might based on their write-up.

Blights

Only lasting Blights start in a battle. Any Blights that weren't lasting from the previous battle should already be gone. If not, remove them now. (The exception is if there was no moment to rest between the last battle and this one.)

Actions in Brief

In a battle, the Mythenders are trying to End a Myth (a monster or god) either before the Myth slaughters them all or builds up enough power by surviving the battle to beat them down. It consists of rounds where the Myth takes one action and then the Mythenders take one action each.

On each action, you'll pick out a Weapon you're using, sometimes along with a Blight, and describe the awesome thing you're doing. Then you'll roll your dice—your Storm dice () and your Thunder dice ()—and count up your successes. Your Storm dice are the measure of your power in a single action, and your Thunder dice are the measure of your strength of presence in the battle. Successes on Storm dice give you more Thunder dice for the future, and successes on Thunder dice give you a new thing called Lightning Tokens.

Lightning Tokens are what you use to do permanent things like Wound the fuck out of your foe or cause a Blight that you can keep drawing power from. Wounding a Myth until it's Ended is how the Mythenders win, and vice versa. Causing a Blight is a way for you and all your friends to gain power during a battle…which in turn will help you Wound the fuck out of creation.

Here's the thing: when you get Wounded, you lose Thunder dice—you roll the dice and lose certain ones. If you run out, you're Ended. So you need Thunder dice, or you'll die.

There's another important piece of an action: the Mythic die (). Some actions will have you roll it, and some won't. When you do, you'll get great stuff for it, depending on the sort of action. But it always comes at a price of possibly losing a piece of your mortality and edge closer to dark apotheosis and becoming a hateful Myth.

Fun fact: the Mythmaster never gets to roll the Mythic die. That's just for you, Mythenders. Power and temptation. Sweet, sexy power. Tasty, tantalizing temptation.

The rest of this chapter will go into this and a bunch more, but that's the short of it.

Rounds

Battles play out in rounds of action beats. During each round, everyone will get to go once.

Myths start each round

Each round starts with the Mythmaster playing the Myth's action beat. After that, each of the Mythenders get to go.

Mythender turn order

Mythenders get to decide what order they go in each round. You don't have to decide the entire lineup right away; one person can go, and based on what happens, the others can decide who's next. Whatever order you choose for this round doesn't impact other rounds; you freely decide each time.

If they can't decide, then the round's over! Naturally, the Mythmaster is encouraged to help the Mythenders decide rather than be an asshole about it.

End of the Round

If the Myth is alive at the end, the Myth triggers that round's Gathering Rage—some effect that happens because the Myth keeps building power from the Mythic World. Some effects are delayed, only happening once the battle is over. Some effects, and this is always the case when fighting a Greater Myth, happens right away.

There's more on Gathering Rage on page 146.

Going More Than Once a Round

There is a dirty trick that allows you to go twice in a round, a Gift called Swiftness. You can find that on page 167 in the Gifts chapter.

Blights

Blights are scars on the world inflicted by beings of Myth—monsters, gods, and Mythenders alike—that continue to harm those around it. Blights are fueled by the Mythic power inherent in the land, like geysers of power. Those who create blights can draw that power to fuel greater action.

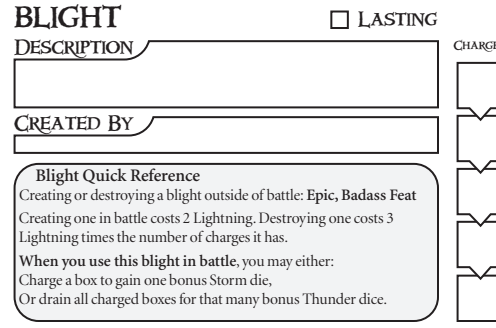
Blights are impossible to create or destroy for anyone except Mythenders, Myths, and the Mythic World itself. In and out of battle, you'll create, use, and destroy Blights.

What Blights Do

Blights serve as a wellspring of power for Myths and Mythenders. They change the land, making it more incredible, savage, and awe-inspiring. During battle, they give you more power when you use them, and grow with each use.

Blight Cards

Blights are written down on little Blight Cards. The power charged into and drained from a Blight is recorded on the track on the right-hand side.



Fleeting, Lasting & Personal Blights

Fleeting Blights

Blights made during a battle are fleeting—they only have enough power in them to fuel while a battle rages around it, and then die when the battle calms. They'll go away at the end of a battle unless someone invests power in turning it into a lasting Blight.

Lasting Blights

Blights made outside battle, and those bolstered after a battle, are lasting. They persist until someone destroys them. For those, check off the Lasting box at the top of the card.

The Mythic World may turn a Blight created during a battle into a lasting one as a Lesser Myth dies (see **Gathering Rage, page 146**). It can do this regardless of who created the Blight. The Blight is a part of the Mythic World once it's created, after all.

Mythenders may turn a Blight from a battle into a lasting Blight by spending surplus Lightning tokens during a battle's aftermath (page 145) or doing a **Badass, Epic Feat** as your Mythender's moment (page 176).

Personal Blights

Mythenders have Personal Blights as part of their Fate. These are not like true Blights, in that they aren't special wellsprings of power that you can call on. They're a symptom of the wellspring of power you already have from your Mythic Heart. However, you can use it to create a true Blight, by describing how you turn your Personal Blight to 11.

Different Sorts of Blights

Blights can take many forms, so long as they change the land and those present can feel its effects. The following is by no means a comprehensive list; it's here to give you a basic idea, so you can quickly make Blights in play. By all means, get creative!

There are no special rules for these individual types of Blights, just a way of thinking about them so you can incorporate them into your play.

Catastrophes

Catastrophic Blights that scar the land, sea, or air (or all three) are a very common form of Blight. Causing living fire to rage through fields, the sky to rain lightning-spears, lava bursting forth from the earth, magical whirlpools—if it's a natural disaster that you can describe as Mythic, it's a catastrophic Blight.

Entities

Summoning beings from nowhere happens often around Mythenders that claim dominion over spirits or the dead. Having nature spirits manifest and fight with you, earth spirits move the land as you desire, or the dead rising for one last go at battle—if it involves creating a new entity or entities on the battlefield, it's this sort of Blight.

Auras & Impositions

Anything that makes others feel something is an imposing Blight. Auras that describe feeling revulsion, desire, fear, rage, or any other emotion or basic instinct can be a Blight.

These sorts of Blights can't force a Mythender to do something because of an alien feeling; that's beyond the power of the Mythic World, because Mythenders still have free will (for the time being). However, it can still wound them in battle, as battle is both physical and metaphysical. See **Physical & Metaphysical Nature of Battle, page 116**.

Curses

Curses are Blights that impose their will directly on mortals and the creatures of the Mythic World. Making mortals ill or have amnesia, animals feral and nigh-invulnerable, or the essence of bad luck are a few examples of curse Blights.

Like with Auras, these Blights tend to be more metaphysical in danger than physical.

The Locality of Blights

Blights cover as much ground as makes sense, and can be accessed as long as the Blight's effects can be felt or you can justify involving it. A Blight about ever-enflamed fields only exists around that field, though you can describe calling upon those fires to spread or become elemental creatures of fire. A Blight about primal thunder everywhere exists everywhere. Go with what makes sense for what you've described.

Steps to Your Turn

There are three overall steps to each turn: describe how you're awesome in this moment, roll dice & gain power, and push forward with your effects.

Each of these steps are broken up into bits of decisions & actions, and are covered in detail on the following pages.

Form Your Action **page 126**
You'll choose the scale of your action, what Weapon you'll use, any Blight you'll use, and describe what you do in the battle. You'll then charge or drain the Weapon & Blight to determine your dice for this action.

Describe Being Awesome **page 127**
Once you know what your action consists of, you'll describe it being totally fucking awesome.

Roll Dice & Gain Power **page 132**
You'll gather dice based on what you described, roll them, and then gain Thunder die, Lightning tokens & Might tokens based on that roll.

You might also check off a Corruption box and possibly a Fate box.

Push Forward **page 136**
If you have enough Lightning tokens to cause an effect–such as wounding a foe or creating a Blight–and want to, you can spend Lightning to cause one or more and describe what happens as a result of your action. Otherwise, the Mythmaster describes the result.

Note that you can share Lightning tokens with your friends to help them pay for effects they otherwise can't afford in that moment.

This might seem like a lot of rules, but the core of the game's easy to figure out—you're rolling a bunch of dice and picking out successes. From there, it's about deciding what leads to rolling those dice and what you do with those successes. But it is a lot of stuff to read, because battling in Mythender is about the story of your epic fights, and that takes a bit to talk about.

If you're having some panic because there are a lot of pages in this section, don't worry! There are quite a few little decisions that can happen during an action, but you won't be doing all of them at once. These pages get wordy to help explain the ideas.

This chapter isn't set up to teach you how to play. For that, check out **the Tutorial Battle chapter, page 75**. It introduces ideas slowly, and doesn't go into every single thing you can possibly decide on. It's built to be the first battle in a two-battle convention or single session game.

And there's the quick reference (page 158) that just lists the steps in brief, with page references if you need more.

Use Pencil

These rules involve checking things off on your playsheet that will be erased later. So use pencil, and try to be gentle on your character sheets.

Scales of Action

When a Mythender acts in battle, he chooses the scale of that action. That scale determines how safe or risky the action is, and how much power is granted by that action.

A Legendary action is safe. It doesn't draw dangerous power from the world of Myth, so there's no risk your mortal soul. It's the closest that Mythenders have to a "normal" action.

When you're describing Legendary, limit yourself to feats that are only demigodlike. Impressive acts of physical violence, stoic resolve, or vast cunning are right on-target. Minor unreal talents, like small effects of sorcery or willworking, are also within the bounds of a Legendary action. Such an action should come from a literal interpretation of one of your Weapons.

Example: Seeing the winged horses of the valkyrie out of reach of his sword, William kicks at a nearby tree (using his Strongest of my Tribe weapon). It breaks at the base, and he hurls the newly felled tree at his foes.

A Mythic action is a powerful action that breaks the laws of the world. It risks corrupting your mortal soul, but with rewards of greater power. Along with your action.

When you're describing a Mythic action, get crazy. You're tapping into a limitless power source that merely asks you to risk your very freedom for that power. Going beyond the impossible is expected. Leap mountains. Fight in mid-air. Freeze rivers with a word. Cause your weapons to glow with malice.

These actions also stem from your Weapons, either mixed with ancient, corrupting energy, from inspiration from your Fate, or just taking a previous action and turning it to 11.

Example: Erik screams, picks up his war-wolf (his weapon, My War-Wolf, the Son of Fenrir), and hurls it at the dragon's head. He and it glow with blood-red energy, and the wolf bursts into holy fire as it strikes.

A Titanic action is powerful and dramatic. It draws so much power from the world of Myth that it wounds you, even as it grants you incredible power

When you're describing a Titanic action, go bigger than anyone's done in the adventure so far. This is your nuclear weapon. If you're familiar with fighty anime or Japanese RPGs, think of Titanic actions as the ultimate move that come rocketing out of heaven. These are Big Deals. They literally and figuratively shake the earth.

Take metaphorical inspiration from your Weapons or Fate, or take a literal action to an outlandish conclusion.

Example: Jonah the Worthy spits at the dry earth. From that springs a geyser, flooding the plains around everyone. A hydra made purely of water bursts forth, slaughtering those in its path. Jonah mumbles words of power, controlling his water-spawn with foul magics (using his Power of the Sea weapon).

These Aren't Strict Categories

The differences between these can be fuzzy, but as you play, you'll get a sense of what actions feel like they're in one category or another. Don't stress too much about these; part of the Mythmaster's job is to help you all maintain a sense of consistency here.

Form Your Action

Looking to be fucking metal? Here's what you get your screaming awesome on.

Actions in Battle

Once during each round, the Myth and each Mythender take an action. This action is often some form of attack, usually physical but sometimes metaphorical or psychological. Sometimes it's an act where you're posturing to gain power, like a tactical pause or taking a moment to channel great energy. Whatever it is, as long as you know how & can convince everyone else at the table that this action pushes the battle forward, it's a valid action.

Think of actions like a camera shot or comic book panel; it's a quick moment of badassery.

Exceptions to Rules

The rules for battle are set: how many Weapons you can use, what you get for the dice you roll, and so on. But every Mythender and Myth have special tricks called Gifts (in their own chapter, page 161) that lets them break these rules. In every case, a Gift used takes precedence over the battle rules. And unless otherwise stated, you may only used a given Gift once per *action*.

Pick a Scale

Each action must be a Legendary, Mythic, or Titanic action (see **Scales of Action, page 125**).

Myths do not choose one of these scales. The Mythmaster may describe any scale of action they wish, but use the Legendary action rules. (There are some tricks a myth can do that Mythenders can't, though. See T**he Myth's Tricks, page 146**.)

Choose your Weapon

Every action involves one of your Weapons. When you describe your action, talk about how that Weapon is integral to the action. It'll be used in the next step, when you gather dice.

You might want to work in more than one Weapon into your description. That's great! If you have a Companion Weapon about a warhorse and a Relic Weapon about a magical spear, tell us how you ride into battle on your horse and charge at the beast with your spear! You just need to pick one to be the focus for the action. Whichever one is more prominent in the action is the one you'll use for these rules.

Use a Blight (optional)

Decide whether you'll use one of the Blights in play that your side has access to, if there are any. Describe how that works in conjunction with your action, and you'll use it when gathering dice.

As with Weapons, you can describe more than one Blight, but you can only use one when gathering dice.

Describe Being Awesome

Describe what your Mythender (or Myth) does, like you'd describe a really good moment in a movie or comic action scene. Work in the Weapon you chose, the Blight if you're using one, and whatever other cool stuff you think works or this moment—what the last person did, another Weapon you have, a fun line of dialogue, etc.

Reflect the scale of this action in your description. Mythic actions should feel grander than the Legendary actions that have happened so far, and vice versa. Titanic actions should feel like the highest moments of the battle. If your description doesn't match your choice, the Mythmaster will call you on it, requiring you to re-describe or change scale.

Looking Forward to Your Effect

Whatever results happen when you **Push Forward (page 136)** must be an natural consequence of what you're describing now. If you want to inflict a Wound on your foe, you need to describe attacking. If you want to create or destroy a Blight, you need to describe how it happens. Your description doesn't mean the mechanical effect will definitely happen—you will need to pay the Lightning cost—but it cannot happen if you don't describe it now.

Note on Attacking Weapons

If you describe attacking a foe's Weapon—usually a Companion Weapon, but you can also describe attacking Relics or even Intrinsic Weapons—then that counts as attacking the foe directly. The power of the Mythic World means that Weapons are a part of the one wielding it, and vice versa.

However, you cannot destroy a weapon in its entirety while the being wielding it still lives and breathes. You can slaughter some Companions, but you cannot kill the last of them. Relics chip, but do not shatter. Intrinsics feel weaker, but can still be called upon.

When to Stop Describing

Stop just before describing how badly you hurt your foe or cause some sort of vicious Blight. The effects and consequences of your actions are done after you roll dice, when you Push Forward.

Note that you're never just *trying* to do something. Your action will never fail. The question is how much power you gain from it and if you can make your effect something that will last longer than a moment.

On Revising Your Action

Once you come up with your action and start describing it, you or the Mythmaster might realize that what you're describing is a different scale, really involves a different Weapon, doesn't actually use the Blight you want to, etc. When this happens, take a moment to either rephrase what you're doing to match what you picked, or change what you picked to match what you're doing. Once they match up, you're ready to move onto the next step.

Charge or Drain Your Weapon

Handling raw Mythic Power is dangerous and corrupting. Weapons (and Blights, page 130) make it safer, if slower than just ripping power from the beating metaphoric heart of the Mythic World. This is done by CHARGING AND DRAINING POWER.

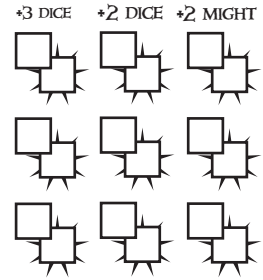
Charging and draining determines the dice you grab for this action.

Your Weapon in Action

Each time you use a Weapon, you must decide whether you want to charge one of its boxes or drain all of the charged boxes. If a Weapon has no boxes charged, then the only choice is to charge one.

You don't have to incorporate into your description whether you're charging to drain your Weapon. It's enough it make your action match the scale. Still, some people like to change up their descriptions, and that's fantastic. Do whatever makes you comfortable or excited.

Weapon Charge Boxes



The boxes to the left of your Weapons are the charge boxes. These are double boxes, with one box on the top overlapping a bottom, starred box.

Each Weapon has three columns of boxes, labeled +3 Dice, +2 Dice, and +2 Might. (Note: gods have different boxes.)



When neither charge box is checked for a Weapon, that bonus is FREE TO CHARGE.



When the top box is checked and the bottom is unchecked, that bonus is CHARGED AND READY TO BE DRAINED.



When both boxes are checked, that bonus is DRAINED. You may not charge or drain it again for the time being.

Different Bonuses

Gods may have different bonuses for their charge boxes, noted in their write-up and on their Myth sheets.

Charging Your Weapon

When you charge your Weapon, you put a check in one of the top charge box for that weapon. You may put it in any of the three bonuses for that weapon.



charging a box

If you're using a Weapon that already has all of its top charge boxes filled, you may still use that Weapon, but you get no benefit for charging it. Which means you might want to pick another Weapon for this action, unless you're really, really keen on that being the important part of this action's description.

Draining Your Weapon

When you drain your Weapon, you put a check in the bottom charge box in every bonus for that Weapon that are ready to be drained. If only one is ready, you drain that one. If two or three are ready, you drain all that are.



draining a box

There is no partial draining. You must take all of the benefits from charged boxes.

Weapon Bonus Dice: gain 3 bonus Storm dice if you drained the +3 Dice box. Gain 2 bonus Storm Dice if you drained the +2 Dice box. If you drained both, gain +5.

You may pay 2 Might to make all of the Weapon bonus dice on this action bonus Thunder dice instead. This cost is waived if you're draining from a Relic Weapon. Relics may freely be Storm or bonus Thunder. If you do this, *all* of the bonus dice become bonus Thunder; you may not split them up.

Might Gained: gain 2 Might if you drained the +2 Might box. Such Might may be used immediately, including to turn the bonus dice from this Weapon into bonus Thunder dice.

Weapons drained may be used again in battle. However, until the Mythender rests after a battle, the checked charge and drain boxes do not reset.

Draining Weapons and Titanic Actions

Note that you don't roll any Storm dice on Titanic actions (page 132), even any bonus Storm dice gained by draining Weapons and charging Blights. If you turn these bonus dice into Thunder dice, you may use them normally.

The Weapon Types

The three Weapon types have different rules, triggered at different parts of battle.

Intrinsic Weapons retain any undrained charge boxes for free when a battle is over. Other Weapons require you to pay Might for them if you wish to retain those charges. (See **Resting, Weapon Charges & Wounds**, page 145)

For Myths, the middle charge box for each Intrinsic Weapon is checked at the start of the battle.

Bonus dice from Relic Weapons may become Thunder dice for free. You must pay 2 Might for the others.

Companion Weapons gain a free charge when you're Wounded.

Charge or Drain A Blight

As with Weapons, when you use a Blight in battle, you decide whether you'll charge or drain it. Blights work a bit differently than Weapons, partly because you as a group share the charged on a Blight and can work together to make a powerful Blight that one of you can drain in a crucial moment.

Charging and draining determines additional dice you grab for this action. You may only use a Blight created by your side; a Mythender cannot charge a Blight made by a Myth, and vice versa.

This Blight in Action

Each time you use a Blight, you must decide whether you want to charge one of its boxes or drain all of the charged boxes. If a Blight has no boxes charged, then the only choice is to charge one. (When a Blight is created, it starts with at least one charge box checked. The only way it will have no boxes checked is if it was just drained.)

As with Weapons, you don't have to incorporate into your description whether you're charging to drain your Blight. It's enough it make your action match the scale. Still, some people like to change up their descriptions, and that's fantastic. Do whatever makes you comfortable or excited.

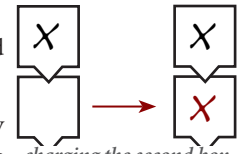
Blight Charge Boxes

Blight charge boxes are simpler than Weapons. There's a track of five single boxes, without any individual labels like what Weapons have.



Charging This Blight

When you charge this Blight, you'll check the top-most unchecked box.


charging the second box

Mythenders will only charge one box. Myths will charge as many boxes as there are Mythenders they are currently facing. So if there are three Mythenders, the Myth will check three boxes off. If there are more Mythenders than there are boxes to check off, then the Myth only checks off the remaining boxes.

Blight Bonus Dice: gain one bonus Storm Die this action for charging a Blight. A Myth only ever gets one Storm Die, regardless of how many boxes it checked off.

If all of the boxes on this Blight are already checked, you still gain the bonus die for using this Blight, but there are no other benefits. It's probably better to use a different Blight, if one exists and is available to you, or drain this one.

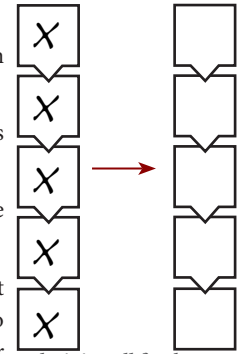
Charging Blights and Titanic Actions

Note that you don't roll any Storm dice on Titanic actions (page 132), even the bonus Storm die gained by charging Blights. However, you still may want to charge a Blight, so that you can drain on a later action.

You can use the Thunder dice gained for draining a Blight (see below) on Titanic actions without any penalty.

Draining This Blight

When you drain this Blight, note how many charges is has, then erase them all.


draining all five boxes

There is no partial draining. You must drain all of this Blight's boxes.

Blight Bonus Dice: gain bonus Thunder dice equal to the number of charged boxes were just on this Blight.

Even though the Blight's accumulated power is entirely drained, it still exists and can be charged in future actions. However, it's also vulnerable to being destroyed (page 139): it costs nothing for another person to destroy a completely drained Blight during his action.

Charging a Second Blight

You may incorporate a second Blight into your description, if one is available. You may charge that Blight, but you do not get any bonus dice from it.

You may not drain more than one Blight during an action.

Gather & Roll Your Dice

Once you've charged or drained your Weapons and any Blights, time to roll those bones!

Gather Your Dice

Legendary and Mythic actions are mostly the same. The only difference is that you also use the Mythic die for Mythic actions. Titanic actions are quite different; they still use most of the same dice pools, but do different things with the result.

Legendary Actions

Grab your base Storm dice and your current Thunder dice. Add in any Weapon and Blight bonus dice. Make sure you've checked off charging or draining your Weapon and Blight. Take note of any Gifts that may give you additional dice, such as Harbinger of Storm.

Mythic Actions

Follow everything for Legendary actions. Then grab the Mythic die and progress your Corruption track by one **(see Suffer Corruption & Risk Fate, p. 134)**. If progressing your Corruption track causes you to change form, you should add that into your description.

Titanic Actions

Do not grab any Storm dice at all, regardless of any Weapon or Blight bonus dice or Gifts. Grab your current Thunder dice, as well as any bonus Thunder Dice from your draining your Weapon or Blight. Take note of any Gifts that may give you additional dice.

Then grab the Mythic die and progress your Corruption track by one **(see Suffer Corruption & Risk Fate, p. 134)**. As with Mythic actions, if progressing your Corruption track causes you to change form, you should add that into your description.

Roll All Those Dice! (Legendary & Mythic Actions)

Since Legendary and Mythic actions are very similar, their die-rolling is described together.

Gain Lightning from Thunder Dice

Each Thunder die that succeeds (comes up ⚅, ⚇ & ⚆) gives you one Lightning token.

Gain Thunder from Storm Dice

Each Storm die that succeeds (comes up ⚅, ⚇ & ⚆) gives you one Thunder die.

Gain Thunder from the Mythic Die (Mythic Actions)

Gain additional Thunder dice equal to the number on the Mythic die (e.g. ⚀ = 1 Thunder die, ⚄ = 5 Thunder dice, etc.). Then deal with **Suffer Corruption & Risk Fate,** page 134, since you rolled the Mythic die.

Collect your Pools

Discard all bonus dice rolled. Then take all the Thunder dice you've rolled and earned this action and return them to your Thunder pool. Add the Lightning you've collected this turn to your Lightning pool.

Roll All Those Dice! (Titanic Actions)

Gain Lightning from Thunder Dice

Each Thunder die that succeeds (comes up ,  & ) gives you *three* Lightning tokens.

Each Thunder die that fails (comes up ,  & ) is immediately discarded. Titanic actions are dangerous, as Thunder is lost. If all of your dice came up failures, then you may have just died. Go to **Mythender Death & Making the Choice**, page 142

Gain Might from the Mythic Die

Gain additional *Might tokens* equal to the number on the Mythic die (e.g.  = 1 Might token,  = 5 Might tokens, etc.). Then deal with **Suffer Corruption & Risk Fate,** page 134, since you rolled the Mythic die.

Collect your Pools

Discard any bonus dice rolled. Then take all the Thunder dice you've rolled and earned this action and return them to your Thunder pool. Add the Lightning you've collected this turn to your Lightning pool. Add the Might to your Might pool. You may also spend the Might immediately on any result-modifying Gifts.

If You Gained Nothing

If you did a Legendary action and gained no Thunder or Lightning due to this roll, that means the action has succeeded, but the Mythic World is resisting you. You may spend 1 Might token to reroll all your Storm and Thunder dice and take that result instead.

If this second roll gains you nothing, you may claim either one Thunder die or one Lightning token. In any case, this option only exists on rolls where you gained nothing; for rerolling at other times, look at the Relentlessness Gift (page 166).

Using Gifts During Rolls

As long as you can pay the Might cost, you may use whatever Gifts you have on this roll that modify your dice or the result. Keep in mind that you may only use a Gift once per round.

If you gained a Gift just now thanks to rolling the Mythic die and progressing your Fate, you may use that Gift immediately if it applies, either affecting the results of the roll or using it with an effect you cause this action when you Push Forward (page 136).

In the rare instance that a Gift tells you that you must use it, you don't have the option. This is the case with the Blaze of Glory Gift (page 164), that has you roll two Mythic dice and add them together as your Mythic die result.

Note: no Gift allows you to reroll the Mythic die. Ever. It always stands as rolled.

Suffer Corruption & Risk Fate

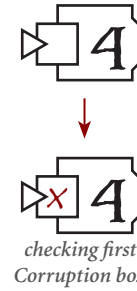
If you rolled the Mythic die, there are a couple more things you have to do on your playsheet: progress your Corruption track before you roll and possibly progress your Fate track after you roll.

If you didn't roll the Mythic die (or you're the Mythmaster, who never rolls the Mythic die), ignore this entire section. No corruption for you this time!

Before you Roll: Suffer Corruption

This is talked about in more detail on **Suffering Corruption (page 190)**, but the process is repeated here briefly.

When you gain Corruption, you check off the first available Corruption box, starting with the top-left 4. Follow the arrows for further corruption. If all of the boxes are already filled in, you don't need to check anything.

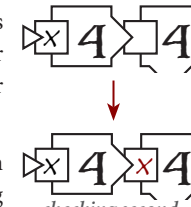


checking first Corruption box

If you fill in a Corruption row...

If you fill in a row, your transform: filling in your second box turns you into your Paragon Form, filling in your fourth turns you into your Supernatural Form, and filling in your final box turns you into your Godly Form.

If you transform, work that transformation into your description (since you know you'll change form because you know you're grabbing the Mythic die and will gain Corruption that causes the change), or you can work that into the action's aftermath when you Push Forward (Push Forward, page 136).



checking second Corruption box, transforming into Paragon Form

After you Roll: Check for Fate

After you've rolled your dice, in addition to everything else you get, you'll compare the number on the Mythic die with the Corruption number you just checked (the number next to that box, either 4, 3, or 2). If you already had all of the boxes checked, your Corruption number is 2.

(If you have the Blaze of Glory Gift, both dice added together count as the number on the Mythic die. Which means you're almost guaranteed to progress your Fate.)

If the Mythic die is *equal to or higher than* the Corruption number, then you've lost a piece of your mortality. Congratulations! You embrace more of your Mythic nature, and get a Gift! Check off the top-most unchecked Fate box.



checking a Fate box

Otherwise, you hold onto your mortality. Don't check off a Fate box.

Choosing to Embrace Fate

If the Mythic die was less than your Corruption number, but you really, really want to lose more of your mortality—maybe you need a new Gift, or maybe you just want on the fast track to being as asshole god—you can choose to give up a piece of your soul and check off a Fate box anyway. After all, you're a Mythender. Who are we to stop you from embracing your Mythic Fate?

This doesn't change the number on the die or any Thunder or Might you gained from the Mythic Die, just makes it so that you give up a piece of yourself.

If you checked off Fate box with an Apotheosis number...



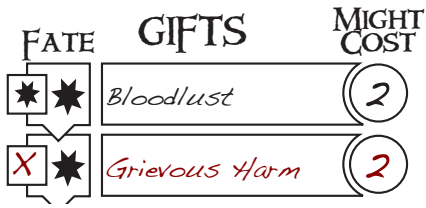
If you checked off a Fate box with an Apotheosis number next to it, that means that at the end of this battle, if you are still standing, you'll check to see if you become a Myth. See **Becoming a Myth, page 198**.

If you don't have any Fate boxes to check off...

If you're out of unchecked Fate boxes, for one, you're pretty much fucked at the end of this Battle. It's unlikely you'll come out of it still mortal.

Your Mythic Heart cannot sustain any more Gifts. You may gain one temporarily, but it goes away at the end of your action.

Gaining Gifts



If you checked off any Fate boxes, then you gain Gifts! Each blank Gift slot next to a checked Fate box is available for placing a new Gift. Write the name of the Gift and its Might cost in the boxes to the right of the Fate box.

When you have a Gift slot open, you may pick a new Gift or upgrade an existing Gift you have. *You may do this at any time, not just right this moment.* If you choose one right now, you may immediately take benefit from it (if you pay the Might cost) before you Push Forward.

Read the Gifts chapter (page 161) for more information, as well as the list of Gifts and upgrades you may choose from.

Push Forward

The last part of your action, after describing what you're doing, rolling dice for it, getting stuff, and suffering corruption, is wrapping it up by saying what happens because of your action. This is Pushing Forward. The two things you'll do is cause any effects and then describe the aftermath of your action.

Cause Effects

With the Lightning Tokens you already possessed at the beginning of this action and those you just gained, you may cause lasting effects:

- Create a Blight (page 138)
- Destroy a Blight (page 139)
- Wound your Foe (page 140)

Some Gifts may also give other options for lasting effects.

You may cause more than one effect, though you cannot cause the same one more than once on a given action (e.g. you can't Wound twice in one action).

Sharing Lightning

Mythenders have the advantage of numbers. You may ask for help from others to cover the costs of causing effects, but only if you cannot afford it all. You must pay for at least half of the total cost during this action, and you can only take Lightning from others if you need it cover to cost. This is not compulsory; others may choose to or not to volunteer Lightning.

Describe the Action's Aftermath

The guidance here is pretty much the same as in describing the action in the first place. Be awesome. Whatever action was done actually happens—there's no trying in **Mythender**. And above all, make sure it feels like it makes sense to everyone else at the table, whatever "makes sense" means to you all in this moment.

Who Describes The Effect

If the Mythender did not cause any effects on this action, then the Mythmaster describes the aftermath of this moment.

If the Mythender did cause even one effect, then the Mythmaster shuts up and that player gets to sell his own action, describing the aftermath and lasting effect created.

The Mythmaster always describes the Myth's aftermath.

Mythmasters Describing a Mythender's Aftermath

When a Mythmaster describes a Mythender's aftermath, he *will* describe the awesome thing that happens because of the action (and may choose to invite the player to add to it). He *will* sell the success, even though the effect is fleeting. The Mythender didn't screw up or fail, he just didn't put all of his juice into the moment.

If you really want to describe your own aftermath, you'd better cause an effect. *Description is for closers!*

Describing a Fleeting Effect

If an effect wasn't caused, then it's FLEETING. The action is still successful—actions always are in battle—but the effect doesn't last. Your blow connects and the foe is knocked back or suffers a wound that shows, but doesn't kill. Your threats and posturing causes some of the horde to flee, but still so many more remain. Your magics flash and draw power, but do not last against the Mythic World's raw will.

Again, Mythmasters always describe Fleeting effects, no matter whose action it is.

If you're fighting against a large horde of monsters or a Mythender's vast army, feel free to casually describe killing a few people. That's the equivalent of a central threat getting a flesh wound. As long as it doesn't seriously change the way the army or horde would look in a camera shot, it works. Don't describe killing a mass of them in a fleeting action.

If you're attacking a Weapon, remember that you cannot destroy it in its entirety.

Describing a Lasting Effect

If you caused one or more effects, then it's LASTING. Your sword bites deep into the Myth's neck, blood spattering across the battlefield. The spirits you conjured swirl around and torment your foes, remaining to aid your cohorts as well. The lightning the Myth called down from the sky ceases as you cause the clouds to know fear and rout.

Again, Mythmasters describe the Myth's Lasting effects, and the players describe their own Mythenders' Lasting effect.

If you're fighting against a large horde or army, get a bit crazy. Slaughter a whole mess of people. You cannot change the nature of a Weapon; if it says "My Army of Mourning," you can't make it less than an army. But still, make it brutal. If you're fighting against a horde directly, you can carve away a good number of them, as long as there are enough left to continue fighting.

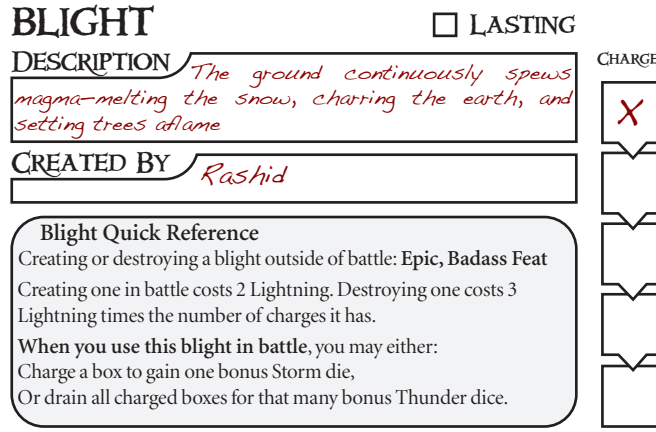
Describing a Battle's End

If your action caused the battle to End, then your aftermath is about the killing blow. Don't hold back. Nothing is safe.

Creating a Blight

To create a Blight, pay two Lightning tokens. Then grab a new Blight card and write the description of the Blight and your name on it. It starts with its first charge box checked.

As always, the Blight you make must be related to the action you described.



Whenever creating a new Blight, grab a fresh Blight Card. Fill it out with a flavorful description of what's going on. Include the name of who created it and check the first charge box off.

If it's a lasting Blight, check off the Lasting box. Otherwise, leave it unchecked (though it may be checked later if it's made into a lasting Blight).

Mirrored Blights

If you want to tap into the same Blight that the other side has created, describe your action as channeling it somehow, and you can create a Blight that has the same name. This represents you tapping into the same sense of power that your foe; however, they aren't linked beyond that. The charge boxes are separate for each side. Your new mirrored Blight starts as all Blights do, at one charge box checked.

If one is destroyed, the other remains; you're just destroying the link the other side has to this Blight.

If you mirror a lasting Blight, your mirror of that isn't automatically lasting. You need to make it lasting through the normal way of pouring Lightning into it after a battle or performing a Badass, Epic Feat.

Destroying a Blight

To destroy a Blight, pay three Lightning tokens per charge. If one charge box is checked, the cost is three Lightning. If two, six Lightning, and so on. For Blights that have just been drained and left with no charge boxes checked, destroying it is free. The cost is the same whether the Blight is fleeting or lasting.

When you destroy a Blight, *rip the card up*.

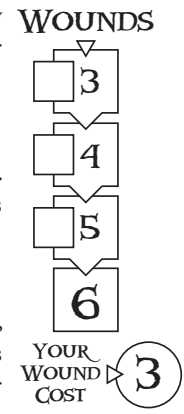
Destroyed Blights Don't Come Back

That Blight can never be created again during this adventure, by any side.

If you destroyed one of two mirrored Blights, the other side cannot re-make that Blight, even though yours still exists.

Wounding your Foe

When you cause a Wound, you target one foe and hurt them in a way that can't just be shrugged off. They then roll to see how much power that wound cost them, before you describe your action's aftermath.



Causing the Wound

To Wound a foe, spend Lightning tokens equal to that foe's Wound cost. A Myth's wound cost is listed on its sheet, at least 3 and sometimes as high as 8. A Mythender's wound cost is always 3.

Wounding Someone Who Has Not Acted Yet

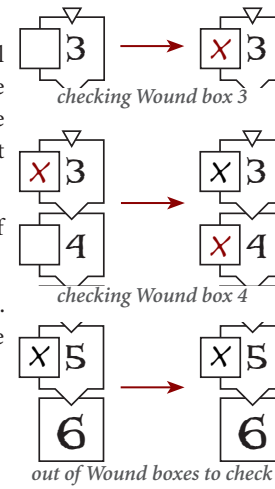
If you choose to Wound someone who has not yet acted in this battle, they are not yet exposed fully to you. Their Wound cost is three times what it would otherwise be. (This makes it nearly impossible to slaughter anyone, Mythender or Myth, before they get a chance to go.)

Mark the Wound

From here, the Wounded foe handles everything. First, he'll mark the top-most unmarked box. For Mythenders, that's the 3 Wound box. If that's marked, the 4 Wound box. Then the 5 Wound box. If everything's already marked, then do not put a new mark; treat it as if you marked the 6 Wound box.

Whatever box is marked gives you your Wound number. If you couldn't mark a box, then your wound number is 6.

Some Myths have different tracks than Mythenders do. Shown here are what Mythenders suffer, but the process is the same for Myths.



Roll Your Thunder Pool

Once you have your Wound number, roll all of your Thunder Dice. Any that come up less than your Wound number are immediately discarded. Keep those that are equal or higher than your Wound number.

Wound Numbers Higher Than 6

Sometimes, thanks to Gifts (like Grievous Harm, page 165) or doubling down (next page), you'll end up with a Wound number higher than 6. Since you're rolling six-diced dice, there's no number higher than 6 on them! That means you do something a little different.

First, you roll all your Thunder Dice, and discard anything less than 6. After that, if your Wound number is 7, then you'll discard one of the 6s you rolled, if any. If your Wound number is 8 or higher, you'll discard two 6s, if any rolled.

This tends to cause someone to die.

If You Have Thunder Dice Left

Congratulations! You aren't dead…yet.

When the aftermath is described, you might want to work into your description the amount of Thunder dice lost— when your foe had fifteen dice, losing two looks and feels different than losing ten. You don't have to work that in: only if you're inspired.

Just remember that you aren't out of the fight, at least not yet. There are always tricks to build up your Thunder pool quickly, at risks and costs.

If You Lost No Thunder Dice

This is the best possible result! But keep in mind that you've still been Wounded, and that the next Wound is more likely to hurt you further. You didn't get away clean; it just didn't slow you down.

Do not expect such treatment the next time.

If You Have No Thunder Dice Left

Well, fuck. You're dead. And if you're the last one left on your side (or the only one, in the case of Myths), the others have won. Go to **End of the Battle, page 144**.

Unless you're a Mythender. Mythenders are bastards that can choose to come back from death, by taking on more Corruption. See **Mythender Death & Making the Choice, page 142**.

Special Notes

Doubling Down

You can only inflict one Wound on a given foe per action, but you can pay more to increase its power. If you spend double your foe's Wound cost, then its Wound number for this roll is increased by one. This doesn't change which Wound box is checked, just the Wound number.

You may increase the Wound number further, for a total of two higher, by paying quadruple the Lightning cost. You cannot increase any more than that through spending Lightning.

Resisting Doubling Down & Grievous Harm (Myths Only)

If you're being Wounded and your foe doubles down or uses Grievous Harm Gift to increase your Wound number, you can reduce it back down to the original number by spending your own Lightning. You can pay your Wound cost to reduce it down by 1, and double your Wound cost to reduce it by 2. If your Wound number is raised higher than that, you cannot reduce it further.

When you are doing this, you aren't defending yourself from a blow or anything like that. Instead, you're drawing from the Mythic World to heal your wounds with haste and give you a moment of reprieve. The other side still gets to describe this Wound you suffer.

Also, you cannot lower your Wound number to less than what it is on the Wound box you just checked off.

Spreading the Pain (Myths Only)

Myths have tricks for Wounding more than one Mythender on page 146.

Mythender Death & Making the Choice

Mythenders aren't easily killed! Whenever a Mythender runs out of Thunder dice, whether due to being Wounded or a Titanic action, he has a choice: to die as a mortal, or to survive with Corruption.

If you die, your Mythender's story ends right then and there—a heroic death. If you survive, pulling on the Mythic power to overcome death leaves a permanent scar upon your mortality.

This does not apply to **Murdering Another Mythender (page 184)**. Those deaths always hold.

The Mortal Choice to Die

If you wish to retain your mortality, you can embrace this killing wound as a mortal and die. Your character's story is over, dying a hero rather than living long enough to be corrupted by the Mythic World.

Immediately describe the death scene; this is your Mythender's final moment, go out with glory. You can ask others to give you ideas, but no matter what, this is your moment.

If your Mythender has any Lightning tokens at this moment, you may include in your death one last act to help someone else out, and give one other Mythender your Lightning.

The Mythic Choice to Survive

If you wish to continue the fight, you can embrace your Fate and shrug off this Wound. This corrupts you further, and being Wounded so devastatingly dents your momentum. Describe how your Mythic nature keeps you from a Wound that would kill a lesser being.

You may choose to narrate coming back either right away or on your next turn.

Losing Lightning

Coming back from the brink of death will slow anyone down. Lose half of your Lightning tokens. Round the loss down—if you had five Lightning, you keep three and lose two.

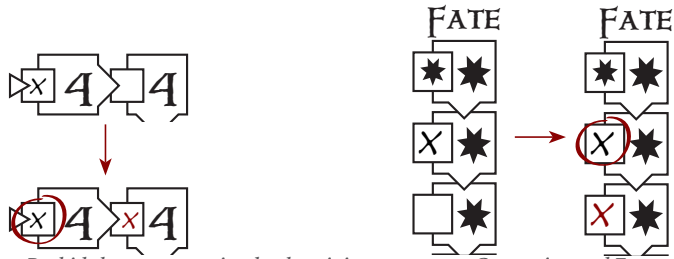
If you died because of your own Titanic action, you don't lose any Lightning.

Progressing Corruption & Fate

Advance your Corruption by one. Advance your Fate by one and gain a Gift. See **Suffer Corruption & Risk Fate (page 134)** for those processes. Then you'll mark permanent Corruption and Fate, as per **Permanent Corruption & Fate (page 197)**.

Getting Back Into the Battle

Gain Thunder dice based on the starting Thunder rules, as though you're entering battle again. Now you're back in the battle!



Rashid chooses to survive death, gaining permanent Corruption and Fate

Myth Death & Being Screwed

When a Myth loses all its Thunder Dice, it's dead. Ended. The battle's over.

Some gods have the power to overcome this once, if they can pay the toll. But even among gods is that a rare thing. (See the One More Breath gift, page 166)

That's it. Move onto **End of the Battle**, page 144.

End of the Battle

There is only one way a battle will end: when one side is dead.

All the Mythenders Die

If all the Mythenders die, either because of choosing to die, because of Gathering Rage (page 146), or because battle paused due to **Murdering Another Mythender (page 184)** and they all died, the battle is naturally over.

Everyone collaborates to describe how the Myth wins and how the Mythenders die. The adventure is now over—though it's an opportunity to create new Mythenders based on this event (page 72) and have them continue this quest. That, however, is a whole new adventure.

The Myth is Ended

When a Myth runs out of Thunder dice, it is defeated and Ended!

The Fall of Mythenders

Before describing the End, check to see if any Mythenders fall. This is covered in **Becoming a Myth, page 198.**

You may have the idea of Murdering Another Mythender in order to keep him from falling, but the moment the Myth is ended, this is checked. You already had your chance to Murder before now. This is the one thing that Murder cannot interrupt.

Describing the End

Everyone collaborates, even those who died in this battle, to describe some bit about how the Ending happens, starting with the Mythender who did the killing blow. How did your foe finally go down? What happened with the corpse, if any? What about the surrounding landscape and all the calamities that have happened?

If any Mythenders became Myths, include that in the description. Remember, they will be taken away by the Mythic World and unable to be killed right the moment.

Aftermath Effects

The Mythmaster will apply any aftermath effects from Gathering Rage (page 146), and describe how those come into play.

The End of a God

If this is the End of this adventure's god or greater Myth, the adventure is over. Everyone shares in describing how the world is changed because of this, whether they lived, died, or fell. This is the adventure's dénouement; relish it!

Discard Thunder and Lightning

When a battle is over, discard your Thunder and Lightning. Hang onto the Might you have.

Converting Blights into Lasting Blights

Sometimes, a Mythmaster may be able to turn a Blight made in the battle into a Lasting Blight. Doing so just means taking the Blight, regardless of who owns it, and claiming it for the Mythic World. Rewrite the name on the Blight (if need be) and check the Lasting box.

Mythenders may also do this, claiming a Blight as a Lasting Blight or creating a new Lasting Blight from nothing. If the Mythenders collectively have 15 Lightning left over, they may turn an existing Blight into a Lasting one that one of them owns, regardless of who did before. Or, with 20 Lightning, they may created a new Lasting Blight.

The Mythmaster will claim a Blight first, if he has the option. Blights that are already Lasting cannot be claimed by another.

When turning a Blight Lasting, feel free to reword it, describing how the Blight's shifted after the moment of battle is over. A Blight like "The blue flames bursting forth from the lost souls" could turn into "The Plains of Suffering", making a moment in a battle become an iconic scar on the world.

Gaining More Might

If, after paying for any lasting Blights, the group collectively has at least 20 Lightning left, every Mythender gains 2 Might tokens. This new Might can, of course, be used to keep Weapon charges upon resting (below).

Resting, Weapon Charges & Wounds

This happens during the Mythenders' time, but once the Mythenders have a moment to rest, all checks Weapon charge and drain boxes are erased. In addition, you fully heal; all checks on Wound boxes are erased.

Holding Onto Undrained Charges

If you have Weapons with undrained charges, they go away when you rest unless you expend energy and effort to retain them. This is all a part of your Mythic Heart calming down outside of battle. You may keep an undrained charge box by paying 1 Might token; you may do this for any and all undrained charges you have.

Intrinsic Weapons keep charges for free. Your Relics may be (at least metaphorically) sheathed and your Companions may catch their breath, but those talents and emotions within never calm down.

Note: this must be paid every time you rest after battle. If you charge a Weapon during one battle and don't drain it on your next battle, it must be paid for again to retain that charge.

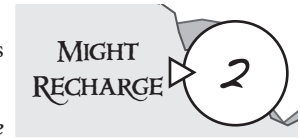
The Myth's Tricks

The Myths have a few tricks they can pull off that Mythenders can't.

Mixing Weapon Types

Some powerful Myths have Weapons that count as two types: Intrinsic & Relic, Intrinsic & Companion, or Relic & Companion. These Weapons get the benefits of both types.

Recharging Might



At the beginning of each round after the first, the Myth gains more Might. Each one has a Might Recharge stat.

Example: the Einherjar (page 212) have a Might Recharge of 2. They start a turn with 1 Might, which means they gain 2 more Might, for a total of 3.

Wounding More Than One Mythender

Myths face multiple Mythenders, and as long as the description of the action can apply to Wounding more that one, it can.

Pay for the first Mythender normally. For each additional Mythender, you may pay their Wound Cost or spend 1 Might token in place of that Wound cost.

If you do anything to increase the Wound number, either doubling down or using the Grievous Harm gift, you must pay those costs individually. For doubling down, that must still be done with Lightning tokens; Might cannot be used in place for that, though you can use Might to cover the first part of the cost.

Example: Jörmungandr's (page 228) blood poisons the land and strikes the three Mythenders it's facing. It has 10 Lightning tokens and 18 Might. It spends 3 to Wound the first Mythender and pays 2 Might tokens to Wound the other two. The Mythmaster wants to turn it up, because the Serpent's blood is potent, so he spends 6 more Lightning to double down: 3 for the first Mythender, and 3 for the second one. The third Mythender only has to roll normally for a Wound.

Gathering Rage

Myths gain power during a battle. At the end of each round it's still alive, an effect is triggered. Some effects take place immediately, and some happen as the aftermath, at the end of the battle. The effects for each round are listed as part of the Myth.

This effect is at the end of the round, thus it happens before the Myth's next turn. Sometimes, a round won't have a Gathering Rage effect associated with it.

Immediate Effects

- Gain X Thunder/Lightning/Might. If Thunder is gained, they're real Thunder dice, held on until the Myth is Wounded, as normal.
- Create or Charge a Blight. If charging a Blight, it's charged normally; one box for each Mythender the Myth is fighting.
- Push Mythender Corruption. The Myth forces the Mythenders to push their Corruption (not Fate) by one. This costs 1 Might token per Mythender to activate.

- End battle on its terms. The Myth decides if it gets to flee or die, right now. The Mythenders have lost this battle, even if the Myth decides to die, because the God for this adventure gains one more Weapon charge box.
- Charge a Weapon. The Myth gets to charge any Weapon charge box. The effect may specify more than one charge.
- Sunder a Weapon. The Myth may now sunder a Weapon (see below) on a future action. This can only be done once this battle.
- Wound the Mythenders. The Myth immediately gets to Wound the Mythenders just by still being present. It costs 1 Might token per Mythender to activate, and the Wound number cannot be increased in any way. The Myth doesn't have to target every Mythender.
- End the Mythenders. The Myth has gained enough power to slaughter outright the Mythenders. The Mythenders lose, and there's no coming back from this death. Only the greater Myths and gods have this ability.

Aftermath Effects

- Create a Lasting Blight. Either take one of the Blights created in this battle, by any side, and turn it into a lasting Blight for the Myth, or make a new Blight based on what happened in the battle.
- Give the God a Charge/Thunder/Lightning/Might. The God or Greater Myth the Mythenders will eventually fight will become stronger because of the energy gained in this moment. It may give an additional Weapon charge, Thunder for its pool, starting Lightning (in which case, it will start with some Lightning in its battle), or Might.

Sundering Weapons

A Gathering Rage trigger may allow a Myth to sunder one of its own Weapons for a quick boost of power. This is a different Weapon option beyond charging & draining. When a Myth sunders a Weapon, it destroys it—cross it off the sheet. It's no longer available.

The rewards for sundering a Weapon depends on how much power was already poured into it through charges. The rewards are either extra Thunder dice *to be rolled this turn* (not bonus Thunder dice, actual Thunder dice), extra Lightning tokens, or more Might tokens.

- If the Weapon had no charges: 4 Thunder, 5 Lightning, or 2 Might
- If the Weapon had one charge: 6 Thunder, 10 Lightning, or 4 Might
- If the Weapon had two charges: 8 Thunder, 15 Lightning, or 6 Might
- If the Weapon had all three charges: 10 Thunder, 20 Lightning, or 8 Might

No mixing; you take either all Thunder dice, Lightning tokens, or Might tokens.

A Myth *may also* charge or drain another Weapon this turn. So this isn't a small boost.

When doing this, describe how the Myth destroys the Weapon horrifically and irrevocably.

Example: Odin (page 222) has decided to sunder his Wolves, Geri & Freki. They have one charge on them. The Mythmaster describes using his Spear, Gungnir to skewer them, cut them open, and flinging the entrails onto the Mythenders. The Mythmaster opts to take the 6 Thunder dice, add them to Odin's Thunder pool, and then rolls them along with the rest of the dice. He crosses off Geri & Freki and gets to check off charging Gungnir. The dice he gained are normal Thunder dice, so he'll be keeping them until he's Wounded.

Basic Battle Tactics

Build up Thunder

Building your Thunder pool is how you get more Lightning tokens and remain alive in battle. But it makes the choice between using the bonus dice from Weapons important. Sometimes, you'll need that to be bonus Storm dice in order to build up your Thunder pool, especially if you think that the Myth will be alive for another round. Other times—especially when you want to bring a vicious Wound on a god—it's worth making the bonus dice Thunder instead for a potential boost of Lightning.

So just because you can make your Weapon bonus dice as Thunder doesn't mean it's always the best tactic. That's especially true after you've been Wounded and lose a bunch of Thunder.

Use Blights

Blights are a cheap way to invest in a future action, and especially among Mythenders who take many actions in a round to the Myth's single one. You can either wait for it to be charged completely, or you can drain it earlier than that.

Having the first Mythender in a round create a Blight and everyone charge it so the last Mythender in that round drains it is a great way to use Blights to your advantage.

Pool Lightning

The Mythenders' greatest advantage is the ability to pool their Lightning together to cause effects. Don't discount this ability you all have.

Every Wound Matters

Even if your foe doesn't lose much Thunder on a Wound, that still raises their Wound number for the next one. And with every Wound is an opportunity to spend Might to deal with that Wound, thus depleting their pool for the more offensive Gifts.

If you increase the foe's Wound number, one of two things will happen: they'll lose more Thunder dice, or they'll spend Lightning to counteract that raise. Either way, it's a win for you.

Drain Might

Given all the things that your foes can do with Might tokens, your best bet is to give them reason to keep spending in order to drain their Might pool. This is especially true when fighting gods and greater Myths, as they start with vast pools and continue generating more. Gifts like Vicious Denial exist to make the other person have to spend Might to continue acting normally, and the god's One Last Breath Gift is guaranteed to drain a lot of Might. The same is true for things like Relentlessness, Bloodlust, and all the Gifts that exist to make a bad roll still useful.

Goading a foe into using Swiftness can be effective at draining Might, though at the expense of your foe taking another action against you.

Eventually, the Might pools will get low enough to where you can act with relative impunity.

Diversify in Gifts

If everyone has the Grievous Harm Gift, sure, everyone can hit harder. But if you diversify, you can as a group achieve some pretty monumental things. For instance:

Rashid has the Grievous Harm Gift with the Aiding upgrade. Beatrice has the Master Tactician Gift and the Harbinger of Storm Gift with the Surging upgrade, and Tzofiya has the Mighty Presence Gift and the Relentlessness Gift.

Beatrice can generate a significant amount of Thunder dice, thanks to the Surging upgrade, and give much of that Thunder it to Tzofiya thanks to Master Tactician. Tzofiya generates much more Lighting on a Titanic action than others, and can reroll the failed dice thanks to Relentlessness. Then, when she uses all that Lightning to Wound a Myth, she can double down and Rashid can also use Grievous Harm to her aid.

Pretty vicious, huh? Of course, all those tricks take quite a bit of Might to pull off, but when you can pull it off, it's pretty damned explosive.

Myths: Push the Mythenders

It's important to remember that the Myth's goal isn't to kill the Mythenders; it's to turn them, to make them Fall. And the best way to do that is to survive the battle as long as possible—the longer the battle, the more opportunity the Mythenders have to take on Mythic power and Corruption. Use every trick at your disposal to remain alive (which involves Wounding them as much as possible, so that their Thunder pools keep getting depleted.)

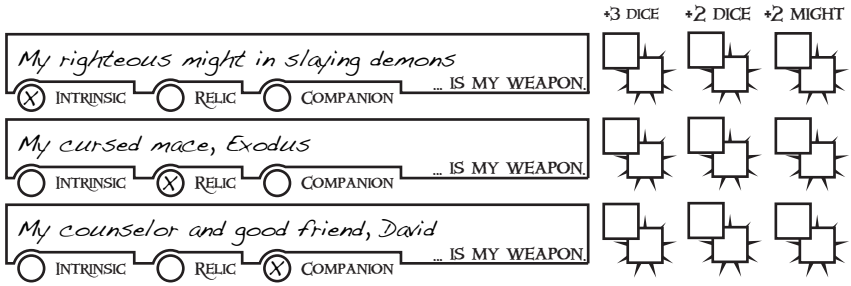
Running Battle Example: Ben bar Yosef

Ben bar Yosef, a war-priest from a far distant land (Exile Crusader of Death), is fighting against a dozen Frost Jötunn (page 216). Alongside him are his two fellow Mythenders, Beatrice of Normandy & Rashid al-Jabbar. The battle is set on frosted plains with a few evergreen trees here and there, all darkened by storm clouds above.

This running example will use the structure from the Tutorial Battle chapter.

First Turn

This is the first round, and among the Mythenders, Ben is going first. (The Myth, as always, went before them.) He's a fresh character, so nothing's checked off. His Weapons:



Describing Being Awesome

Ben starts off with a Legendary action. He decides to launch right in with My righteous might in slaying demons, charging it. He's also going to describe using My cursed mace, Exodus, but that's less important to the description he's about to do, so that won't get charged.

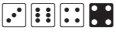
His description:

Ben raises his mace, and with his might proven over and over by slaying demons in his own lands, he brings down a tree. The tree cracks and falls on one of the blasphemous giants!

He then checks off the +3 dice charged box on that Weapon:



Gathering & Rolling Dice

Ben has the base Storm rating of 3, so he grabs his 3 Storm dice. He has 1 Thunder die from the start of the battle, and together, he rolls them: 

That gives him 1 Thunder success, giving him his first Lightning token of the adventure, and 2 successes on Storm, which means he gains 2 more Thunder dice (for a total of 3 Thunder dice in his pool).

Pushing Forward

Because Ben didn't cause any effects, the Mythmaster describes what happens:

The tree comes crashing down, cracking one Frost Giant in the skull. Ice-blue blood drips from his head, and he screams in pain. The one beside him takes a step back from approaching the Mythender he first saw as puny.

Running Battle Example (cont.)

Second Turn

At this point, everyone else has gone. Beatrice used her Unmatchable Guile to frighten and confuse their foes, and Rashid use his Righteous Scimitar to stab one and render it lame. At the top of the second round, the Myth went first. Now Ben's going again.

Describing Being Awesome

Ben will continue to use My righteous might in slaying demons. He's going to charge that Weapon again, this time checking off the +2 dice charge box.



This will be a Mythic action, so he'll get to use the Mythic die and beef up his description of being awesome in battle:

Ben picks up the tree he fell—a tall, massive hulk of a thing—by the trunk and beats the nearest giant to death.

The Mythmaster stops the action for a second, and asks "Is that all? This is Mythic?"

Ben's player questions him with "Isn't a small dude picking up a giant tree Mythic enough?" but decides to take the opening anyway, and adds more.

Ben picks up the tree he fell—a tall, massive hulk of a thing—by the trunk and beats the nearest giant to death. Not satisfied with that, he then hurls the tree at the giant in the distance conjuring foul magics, piercing him in the chest.

The Mythmaster has no problem with Ben describing killing one of the twelve giants, because there's still eleven to go, and this is a Mythic action. (See The Shape of Foes, page 117.)

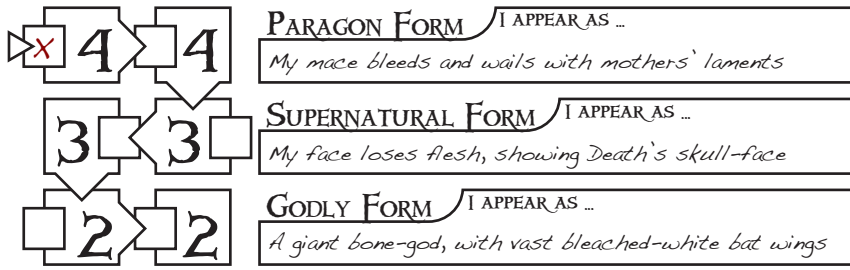
Gathering & Rolling Dice

Ben grabs his 3 Storm dice, the 3 Thunder dice in his pool, and the Mythic die. He rolls them:

He gets 6 more Thunder dice for his pool! 2 are from the 2 Storm successes, and 4 from the number on the Mythic die. But no Lightning this time. Oh no!

Suffering Corruption

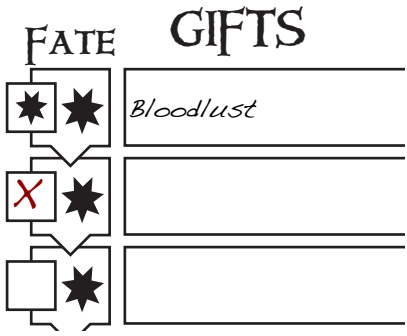
Because Ben rolled the Mythic die, he'll suffer Corruption. As he's a fresh character, he has no Corruption checked, so he'll check off the first Corruption box:



That isn't enough for Ben to change form yet, so he appears as normal: A SHORT MAN IN FULL PLATE ARMOR, WHOSE EYES HAVE SEEN COUNTLESS DEATHS.

Suffering Fate

Because Ben rolled the Mythic die, he has to see if he Suffers Fate. His Corruption number is 4 (from the Corruption box he just checked), and the Mythic die is also 4—that's equal to or higher than the Corruption number, so he suffers Fate!



He checks off the his first Fate box, giving him a new Gift slot to use now or later. For now, he'll hold off filling one in.

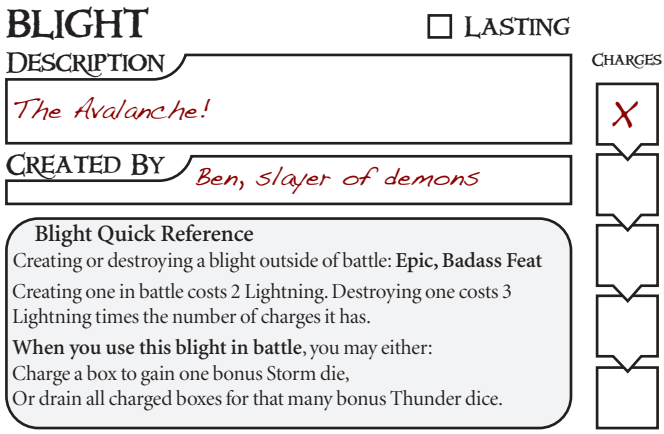
Pushing Forward

Ben wants to make a Blight from this, but he only has 1 Lightning token. That's half the cost of a Blight, so another Mythender can help him out. Rashid tosses him 1 Lightning token. Ben then takes a Blight card and makes a new Blight (see below).

Because he caused an effect, he gets to push forward:

The tree pins that second Jötunn down with a solid thud that all standing can feel. As he struggles to get up, he's buried in the beginning of what becomes an avalanche that rivals the Flood in magnitude!

He then throws down the Blight card with glee, after checking the first charge box:



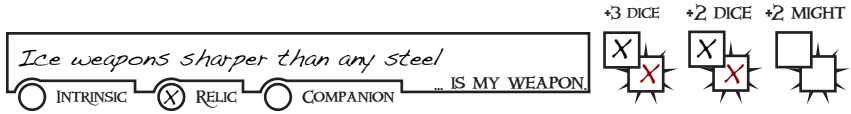
Running Battle Example (cont.)

Myth's Turn & Being Wounded

Myth's Action

The Frost Jötunn are not taking this "get beat up by Mythenders" crap lying down. (Well, except for the one that Ben beat to death… and the one pinned to the ground by a tree.)

On his turn, the Mythmaster describes the giants rushing all three of them, carving a way through their Companions with their horrendous Weapons of ice. The Myth has the first two charge boxes checked off, and drains them for five bonus dice.



Since this is a Relic Weapon, it doesn't cost Might to make these bonus Thunder dice. They also have a Blight from earlier, Ice Spears Emerging From The Ground, that charging will grant a bonus Storm die.

(Note: because this is using the Tutorial Battle format, the Mythmaster changed the Frost Jötunn's stats from what they are in the Norden chapter.)

The Mythmaster rolls a bunch of dice: 4 Storm dice, 1 bonus Storm die, 7 Thunder dice, and 5 bonus Thunder dice:

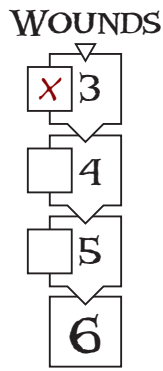
That gives the Myth 3 more Thunder dice for its pool, and 5 Lightning tokens to add to its existing 4 Lightning.

Using a Gift

The Mythmaster decides that's not enough, and pays 2 of the Myth's 8 Might tokens to use the Relentlessness Gift (page 166)—that means he'll reroll the failed Thunder dice, including the bonus Thunder dice, coming up with: . The Myth gets 9 Lightning instead of 5. Ouch!

With the 13 Lightning it now has, it's about time to Wound the Mythenders! It spends 3 to Wound Ben—Ben's Wound Cost is 3, as are all Mythenders. It also spends 3 more to Wound Beatrice and a further 3 to Wound Rashid (total of 9 Lightning spent).

Ben's Wound



This is Ben's first Wound, so he's going to check off the first Wound box: 3.

He rolls the 9 Thunder dice in his pool, and hopes for s and higher on each:

4 dice were less than , so they're discarded, leaving Ben with 5 Thunder dice. He's still alive! But a bit worse for wear. The Mythmaster pushes forward with some vicious description:

The giants hurl their ice-weapons (the Weapon) into the air, and they hammer down as the Ice Spears (the Blight) in the ground thrust up, finding purchase in each of your Mythenders. Your blood flows into the thirsty ground as you are each stuck like pigs prepared for a great feast!

Ben's Companion Weapon

Ben has a Companion Weapon, My counselor and good friend, David. As with all Companions, he's charged when Ben is Wounded. David hasn't been charged yet this game, so he gets his first charge, +3 dice:



But Wait! Ben Uses a Gift

Ben has the Bloodlust Gift (page 164), which lets him gain Lightning for each Thunder die lost, at the cost of 2 Might tokens. Ben spends 2 Might and gets 4 Lightning to put in his empty pool. Take that, Frost Jötunn!

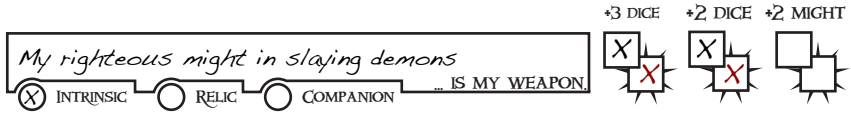
Running Battle Example (cont.)

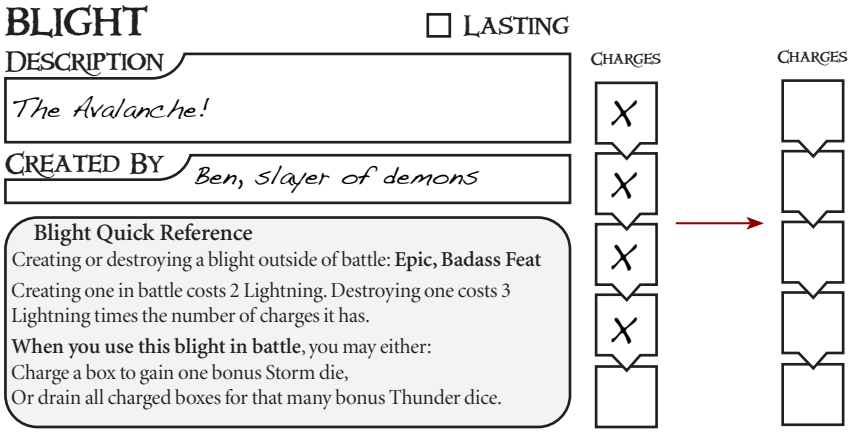
Third & Final Turn

Ben is about to get his righteous vengeance on! He decided to go second this round, letting Beatrice further charge up their Blight (which she & Rashid also charged on previous turns).

Describing Being Awesome

Ben will use the same Weapon again, and this time he'll drain it. Not only that, but he's going to do a Titanic action, and drain the Blight as well! Loads of dice!





Because Ben is doing a Titanic action, he won't be rolling any Storm dice. Normally, the bonus dice from draining a Weapon is bonus Storm. He can turn that into bonus Thunder dice by paying 2 Might—it's free for Relics, but he's been charging an Intrinsic Weapon.

He also gets bonus Thunder dice for draining the Blight. Between the 4 charges on the Blight and the 5 bonus dice from draining his Weapon, he gets 9 bonus Thunder dice…on top of the 5 Thunder dice in his pool!

He'll also have to roll the Mythic die, and make this description more insane than before. Since he knows he'll change to his Paragon Form (see below), he works that in:

Ben's mace begins to pour blood, blood that wails with the lament of every mother whose son or daughter Ben has brutally slain when he was a young and foolish warrior. He wipes some of the blood on his hands. Then he goes to pick up a thick branch off of the tree he hurled. He walks slowly, and no one stops him; no one dares.

With those bloody hands, he grips the branch and chokes it, staring at the throats of all the giants still standing. "You are nothing! You are all less than this branch I hold! Feel my might!" And as he chokes the branch, the giants all fall to their knees, choking as well. Ice-blood spurts from their mouths, and that blood wails their mothers' lament.

The Mythmaster backs up. "Yes…that is Titanic."

"Fuck yes, it is," Ben's player says.

Gathering & Rolling Dice

Ben grabs his 5 Thunder dice, 9 bonus Thunder dice, and the Mythic die. He rolls them and gets:

Each success gives him 3 Lightning. Seven successes means 21 Lightning! Well enough to seriously Wound this Myth. But as this is a Titanic Action, all of the failures are discarded; Ben will only have 2 Thunder dice left after this turn. Still, he plans on there not being a turn after this one.

Since this was a Titanic action, the Mythic die grants him additional Might: in this case, 3 Might for the on the die.

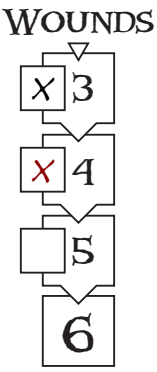
Suffering Corruption

Because Ben rolled the Mythic die again, he'll have to suffer Corruption. Since he's suffered Corruption once before, he'll check off the next Corruption box:



Ben already described turning into this Form. Because the Mythic Die was less than the Corruption Number of 4, Ben is able to resist his Fate. He could choose to let it happen anyway, but Ben's in the Mythending business, not the Mythmaking one, so he doesn't.

Pushing Forward



With the 4 Lightning he had at the start of this turn, he has 25 Lightning now. The Frost Jötunn have a Wound Cost of 4, so he gladly pays 8 Lightning to double down the Wound. The Myth was already Wounded once, in the previous turn by Beatrice, so it checks off its second box: 4.

With the doubling down, the Wound number becomes 5 (though the 4 box remains checked, not the 5). Ben has an open Gift slot, so he fills that slot with the Grievous Harm Gift (page 165)—that lets him pay 2 Might tokens to increase the Wound number by an additional 1. He grins as he does so and pays the Might.

The Myth now only keeps s when rolling its Wound. It had 10 Thunder dice when Beatrice Wounded it, and lost 4 dice, leaving 6.

The Mythmaster rolls: . No 6s! The Myth is Ended!

Ben starts his description of the Ending, and everyone else, including the Mythmaster, join in. There is some rejoicing, some wailing of Jötunn mothers, and a lot of Mythic Power flowing around.

Battle in Brief

Initiative

The Myth always starts off each round. After that, the Mythenders may choose their order.

Describe Being Awesome

You'll describe how you're bringing the pain to your foes.

Scale

Mythenders have a choice of three scales: Legendary, where you're doing general badassery; Mythic, where you're tapping more into Mythic power and accepting corruption; and Titanic, where you're tapping so much into Myth that it hurts you while it gives you power.

legendary actions involve rolling Storm and Thunder dice. Mythic actions also involve the Mythic die and corruption. Titanic actions involve the Mythic die and risking your Thunder dice to gain many more Lightning tokens.

Myths don't choose a scale. Everything is described however the Mythmaster likes. From a rules perspective, Myths only roll Legendary actions.

Weapon

You'll charge or drain a Weapon. If you're charging a Weapon, you'll check off one charge box. If you're draining a Weapon, you'll check off all the drain boxes that are charged, and gain bonuses based on the boxes drained.

Bonuses from Weapons are Storm dice, and may all become Thunder dice by spending 2 Might tokens (or if a Relic Weapon, for free).

Blight

You may charge or drain a Blight. If you're charging a Blight, you'll gain 1 bonus Storm die. If you're draining a Blight, you'll erase all of its charges and gain 1 bonus Thunder die for each charge drained.

Roll Dice & Gain Power

Legendary Scale & Myth Actions

Roll your Storm and Thunder. For each Storm die that's ⚁, ⚂, or ⚃, gain one Thunder. For each Thunder die that's ⚅, ⚄, or ⚃, gain one Lightning. Take the dice you rolled and all your gains back to their respective pools on your playsheet, discarding all bonus dice.

Mythic Scale

Same as Legendary Scale, but also roll the Mythic die. Gain Thunder equal to the number on the Mythic die.

Titanic Scale

Roll only Thunder dice, and the Mythic die. For each Thunder die that's ⚅, ⚄, or ⚃, gain 3 Lightning tokens. For each that weren't discard them. Gain Might equal to the number on the Mythic die.

If you roll the Mythic Die

Immediately suffer corruption and check to see if you're force to progress your Fate by comparing the Mythic die to your Corruption number. If you progress your Fate, gain a new Gift slot, which may be filled at any time. If you aren't forced to, you may still chose to progress your Fate.

Push Forward

You may spend Lightning to cause a Wound. Refer to your foe's Wound cost.

Myths: if Wounding multiple foes, spend Lightning for each additional foe or use Might instead. When a foe is Wounded, he will check off the next Wound box and roll his Thunder dice, keeping only those that are the Wound number or higher.

You may spend Lightning to cause a Blight and destroy a Blight. Causing a Blight costs 2 Lightning. Destroying a Blight costs 3 Lightning for each charge box is has checked.

You may cause a Wound, cause a Blight, and destroy a Blight all in the same action, but you may not do more than one of any of those (e.g. Wound twice, make two Blights).

Mythenders who cause effects describe Pushing Forward. Otherwise, the Mythmaster describes Pushing Forward for Mythenders that don't spend effects, as well as for the Myth.

Death

If a Mythender loses all his Thunder dice, he may choose between dying and embracing Fate to stave off death. If a Myth loses all its Thunder dice, the battle is over with the Mythenders victorious!

Recharging Might & Gathering Rage

At the beginning of each round after the first, a Myth gains Might equal to its recharge rate. At the end of each round, it activates a Gathering Rage power.

Weapon Types

Undrained charges from Intrinsic Weapons are retained after a battle at no cost.

Bonus dice from Relic Weapons may be Thunder dice at no cost.

Companion Weapons gain a free change when you're Wounded.

Gifts

You may use a Gift you have whenever appropriate, but each one only once per turn unless otherwise specified. You may only use the Swiftness Gift once per round.

Gift slots you gain may be immediately filled in and that Gift used right away, provided you can spend the Might cost and the Gift is something you can do right at the moment you take it. You may also hold off on filling in that Gift slot until a later time, in which case you can use it as soon as you fill it in (provided you're able to use it in that moment).

Your Heart's Gifts

About Gifts

Gifts are the abilities that your Mythic Heart grants you as you slide closer and closer to Mythic oblivion. They allow you to change the rules of battle.

Most Gifts cost some amount of Might tokens to trigger, which you can gain through draining the +2 Might Weapon charge box, doing Titanic actions, or Terrorizing Mortals for Power. They also may ask you to incorporate some description into your narrative, though if what you've described already involves that, you don't need to go further.

Every Mythender begins with one Gift at character creation, specified by the Heart you took. Myths also have a number of Gifts: at least three and sometimes as many as ten.

Gaining New Gifts

As new Fate boxes are checked, the Gift slots next to them become unlocked. If you have an empty Gift slot, you may fill it in *at any time* with a new Gift or upgrade, interrupting whatever you're doing at that moment. You may use that Gift right away, provided you can pay the Might cost and it's something you can use in that moment.

Example: Yolen rolls for his action, and gets a number of failures. He has an empty Gift slot, and wants to get more out of his roll. He could take the Relentlessness Gift (page 166), that allows rerolling failed dice. He could also take the Sureness Gift (page 166), which allows dice of ⚃ or higher to be successes, but because that's done before the roll, he couldn't use it on this turn.

Base Gifts & Upgrades

The list (starting on the next page spread) details all the Gifts. Each one has a basic option, and many come with upgrades. These upgrades may be taken whenever you fill in a new Gift slot, improving a Gift you already have. You may only take a Gift or upgrade once, unless otherwise stated.

When choosing an upgrade, you may choose any of those listed. They aren't sequential upgrade trees or anything like that.

Changing Might Costs

Upgrades that change Might costs (explicitly stating "more" or "less") are cumulative. Any that state an absolute amount to pay, not more or less, are separate costs.

Once Per Action

Unless otherwise specified, each Gift can only be used once per action, though multiple different Gifts can be used in a single action. (The Swiftness Gift may be used only once per round.)

Aiding Upgrades

Some Gifts have an Aiding upgrade, which allows a Mythender to use their Gift for someone else. This counts as using that Gift this action; if they also have the same Gift, only one of you can use it at the moment.

Action Restrictions on Gifts

Some Gifts have restrictions on the actions they work for, such as saying a Gift only normally works for Legendary and Mythic actions. If these Gifts are available to the Myth, it has no such restrictions, since it doesn't have a scale of action.

Myth-only and Mythender-only Gifts

Most Gifts are available to both sides. But some are only available to Mythenders, and some are only available to Myths. These are noted as such.

Non-Action Gifts

While most Gifts involve modifying an action (such as the die pool roll or the Wound, whether it's your action or you're the target of another's action), there are a couple that just provide an immediate effect upon taking it and don't do anything after that: Channeled Hatred and Surge of Might. These remain on your list of Gifts once taken, but do not provide benefit to future actions.

The Myth-only Gift Building Doom is a non-action Gift that provides a continual benefit.

List of Gifts

Blaze of Glory

Mythenders only

Whenever you roll the Mythic die in Battle, roll a second Mythic die and combine the results. This costs no Might. If you have this Gift, you *must* do this.

This is considered a single die for the purposes of risking your Fate, so you're almost guaranteed to progress your Fate, as you'll rarely get a result lower than 4.

Bloodlust

Pay 2 Might tokens when you're Wounded and have lost Thunder dice. Gain Lightning tokens equal to the Thunder dice lost.

If a Mythender dies and comes back, all the Thunder dice lost before coming back count for this Gift. The Lightning from this Gift is gained *after* the Mythender comes back and deals with losing Lightning tokens.

Upgrades

Dangerous: Pay 3 more Might, gain Lightning equal to twice Thunder dice lost instead.

Quick: Pay 1 less Might to use this gift.

Building Doom

Myths only, Non-Action

At the beginning of each round after the first, increase your Storm rating by 1.

Upgrades

True Dread: Increase by 2 instead of 1.

Channeled Hatred

Mythenders only, Non-Action

At the time of taking this gift, gain Lighting equal to twice the number of Gifts you have taken (including this one). When doing this, describe how you are ripping raw power from the Mythic World and pouring it into your Weapons and body.

Dual Wield

Pay 1 Might token when acting; you may charge two Weapons, or charge one Weapon and drain another, on the same turn. You must incorporate both Weapons into your description.

Alternatively, pay 3 Might tokens to drain two Weapons on the same turn.

Fast Strike

Pay 1 Might token when acting, you may charge and drain with a Weapon on the same turn. Incorporate some advanced tactic with this Weapon in your description. (The charge and drain both happen before dice are gathered.)

This effect may stack with Dual Wield, but only for one Weapon you wish to drain.

Focused Onslaught

When charging a Blight, mark two charge boxes. This costs no Might.

You may also pay 2 Might tokens to gain double bonus Thunder from draining a Blight, but then the Blight is destroyed. Describe how you tax it beyond existence.

Grievous Harm

Pay 2 Might tokens when Wounding, before the Wound is rolled. Raise the target's Wound number by 1. Describe how your Wound is severe and vicious. Spend before the target rolls the Wound.

Note: this doesn't change what Wound box is checked, just the number during this action.

Upgrades

Vicious: Pay 2 more Might, increase the target's Wound number by 2 instead of 1.

Precise: May pay after seeing the result of the target's Wound roll. Must pay 2 more Might if done after the roll.

Aiding: Pay 1 more Might during an ally's turn, they gain this benefit.

Quick: Pay 1 less Might to use these benefits.

Harbinger of Storm

Mythenders only (except for Surging)

Add 2 to your Storm rating. This costs no Might.

Upgrades

Raging: Add 2 more to your Storm rating, for a total of 4.

Surging: Pay two Might tokens when acting, gain double Thunder from your Storm dice. Pay before rolling. Describe how you're carefully plotting the action to full advantage.

Note: Myths may take the Surging upgrade as a base Gift.

Indestructible Nature

Myths only

Pay 2 Might tokens when creating a Blight. This Blight cannot be destroyed until either it's drained or the battle is over.

Continued on next page…

List of Gifts (cont.)

Master Tactician

Mythenders only

Pay 1 Might token on your action or an ally's action, move up to 5 Thunder dice from yourself to that willing character or vice versa. Must have that Mythender's permission. Describe how you two are cooperating and show your cunning plan.

Pay 1 more Might for every 5 additional Thunder dice you move.

Upgrades

Foresight: May move Thunder dice from any willing character to any other willing character, not just involving you.

Quick: Pay 1 less Might to use these benefits.

Mighty Presence

Mythenders only

On a Titanic action, gain Lightning equal to four times your successes instead of three.

One More Breath

Myths only

If you're Wounded and did not lost all your Thunder dice, you may pay 1 Might token after rolling your Wound. Rotate a single Thunder die up one face (a ⚂ becomes a ⚃, a ⚃ becomes a ⚅). You cannot rotate a die higher than ⚅. You may pay for this more than once each time you're Wounded, and may use as often as you can afford.

Additionally, you may pay 5 Might tokens when Ended to attempt to corrupt the Mythender who just Ended you. If that Mythender needs to check for Apotheosis at the end of this battle, she'll roll the die twice and use the higher result.

Note: this may be used after activating the Relentlessness Gift with the Unrepentant upgrade. Use the Relentlessness reroll before applying this Gift.

Relentlessness

Pay 2 Might tokens after rolling a Legendary or Mythic action. Reroll failed Storm *or* Thunder dice (including any failed bonus Storm or Thunder dice). Spend after rolling. Describe how you're pushing harder to recover from a fumble.

Pay 2 more Might tokens to use on a Titanic action.

Pay double Might cost to reroll failed Storm *and* Thunder dice.

Upgrades

Aiding: May pay to affect a willing character on their turn.

Unrepentant: Pay 3 Might tokens when Wounded, use this benefit on your Wound roll.

Sureness

Pay 2 Might tokens during a Legendary or Mythic action; count ⚃s and higher as successes on Storm and Thunder. Pay 2 more Might tokens to do so on a Titanic action. Must pay before rolling.

Upgrades

Precise: Pay 1 more Might to use this Gift after rolling instead.

Quick: Pay 1 less Might to use these benefits.

Unyielding: Pay 1 more Might, count ⚂s and higher as successes.

Surge of Might

Mythenders only, Non-Action

At the time of taking this Gift, gain 5 Might tokens. Describe how you acquire and drain this new wellspring of power.

Swiftness

Pay 8 Might tokens to take an additional action. This action must be after your first action in this round, but cannot be immediately after your first. Myths cannot use this at the end of the round—that would given them two actions in a row (the Swiftness action and the first action of the next round).

Mythenders who use Swiftness must make this action a Mythic or Titanic action.

If more than one person wants to use this Gift at the same time, the rule: if the Myth is one of them, the Myth gets to go. Otherwise, the Mythenders decide amongst themselves.

Upgrades

Aiding: Allow another willing character to take this extra turn, instead of you. That character may only benefit from Swiftness once per round.

Quick: Pay 2 less Might to use these benefits.

Bloody: Pay 5 Might tokens, act before the Myth in battle. Only one Mythender may take advantage of this ability for any given battle. Note that the Myth's Wound cost will be tripled during this action (see page 140).

Vicious Denial

Myths only

Pay 2 Might tokens when Wounding. Pick a foe's Relic or Companion Weapon. Describe how you deny that Weapon from them temporarily. The next time they use that Weapon, they must pay 2 Might tokens before rolling to do so, and describe in their action how they get it back.

This is the one time where a Weapon can be denied, contrary to **Your Weapons are Inseparable** section on page 33. The denial ends at with the battle does, if it isn't ended beforehand.

Mythender Moments

Mythender Moments

Individual scenes and things that happen during the Mythender's time are called MOMENTS. Sometimes, a Mythender will want to do something, and together with the Mythmaster, they'll paint the scene in everyone's mind: what it looks & sounds like, who's there, and what's going on when the Mythender enters. Then that Mythender does what she wants, and rules are engaged, then the scene's over.

Sometimes a Mythender will want to do something in the middle of a described scene, in which case we already know what it looks & sounds like, who's there, and what's going on.

That means Moments can be entire scenes unto themselves or pieces of a scene, all depending on the flow of play and what people are describing. That's why these are called "moments"—they last as long or as short as they need to, and flow together as you need them.

Core Moments in Time

Every Moment stems from one of two things: you're possibly or certainly terrorizing mortals for Mythic Power, or you're trying to heal the wounds in your soul by interacting with mortals.

Terrorizing Mortals for Power **page 172**
Mythenders can terrorize mortals and get the very power than gods gain from doing this very thing. This can happen through inspiring fear or inspiring awe and reverence.

Seeking Sympathy & Healing **page 174**
Mythenders need to bond with the very mortals who fear them, if they are to retain their humanity. But this is no sure thing.

Other Moments in Time

These other Moments are variations on terrorizing or seeking healing, or are things you can do that may end up turning into one of those two events.

Performing Badass, Epic Feats **page 176**
Mythenders can do some crazy-ass stuff: break mountains, carve rivers, cause the skies to darken or clear—and that's just for starters.

Helping Mortals **page 180**
Mythenders can help mortals, but doing so means straddling a line between normal, mortal helping and using your Mythic power to help.

Slaughtering Mortals **page 181**
Slaughtering mortals is trivial to every Mythender, and it gives you power.

Resting

Resting—where the Mythenders reset their Wounds & Weapon charges—happens when the Mythenders have a moment to relax, which is to say during their time. The rules for Resting are covered at the end of the Battle chapter, page 145.

Moments in Time Without Rules

Social conflicts—arguing with people and trying to sway them—are intentionally not a part of **Mythender's** rules. You can still have moments where you're debating or arguing, but there's no way to just get someone to peacefully agree with you. There are no rules to help with peace.

You can argue with a mortal and play out that discussion, but the only way you truly have to force a mortal to change their mind is to rip away their free will be Terrorizing Mortals for Power. You might bridge understanding and empathy through Seeking Sympathy and Healing, but that doesn't mean you will win an argument with a mortal. Finally, you can argue with your fellow Mythenders, but the only way to force them to do anything is to Murder Another Mythender—and even then, you're only forcing them to die.

You can also argue with a Myth about how it's an abomination and should lay down its life, but that's considered banter before a battle or a Wound during it.

Other Moments where you're showing color about your Mythender, like saying your character is going off fishing for a bit to relax, aren't handled by any rules.

Small Moments in Time

Moments like your character going to fish are considered small Moments, and might be worth turning into something where you explore more of the land, describing and embracing more about this Mythic World. A small Moment could also turn into a Moment of Seeking Sympathy and Healing, as you spend a quiet bit of time trying to bond with someone you've met.

But you don't have to do that, if you don't want to. Rules only get forced on you when you do dramatic and powerful actions.

That said, if your small Moment is boring, don't bother playing it out. Say "Yeah, my guy is going fishing" and cut to the next thing that's actually interesting, unless there's more to your moment. And if there is more, you need to say so. "Yeah, my Mythender is going fishing, because he's going to catch the King of Fish and demand his kind serve him." (Performing a Badass, Epic Feat)

Or "Yeah, he's going fishing because he wants to be alone, but there should totally be a mortal there that he can bond with." (Seeking Sympathy and Healing)

Terrorizing Mortals for Power

If the power you have gained from battle is not enough, you can rip power from mortals directly through awe and fear. You can do so directly, by demanding their worship and demonstrating the price for disobedience. You can do so indirectly, by performing a miracle that inspires abject servitude. You can even do so through kind acts, like healing the sick or rebuilding entire towns in mere moments.

Frame the Moment

Tell the Mythmaster you want to terrorize mortals for power. He'll ask you some questions, like "Where are you doing that?" or "Who's there?" You'll describe the moment for the table.

Decide how you're Terrorizing

You can terrorize mortals for power either by a dramatic act of Mythic will or violence, or you can use your Fate's Power. Anything works as long as it assaults a mortal's will, even acts of kindness fueled by Mythic power.

This might be a part of a **Badass, Epic Feat**, in which case you may also take advantage of those benefits.

Play the Moment Out

Maybe the moment is quick, just needing a little description from you and the Mythmaster. Maybe the table would like to see it played out some. However you want to do it, have fun adding to the story of your Mythender being awesome and horrific!

Just remember, the rule is called "Terrorizing Mortals for Power," not "Boring Everyone at the Table for Power." That rule doesn't exist.

Push Corruption & Fate

Increase Your Corruption

Gain two Corruption (see **Gaining and Losing Corruption**). You will change form as a result of this. Add that change into your description.

Roll the Mythic Die

Roll it! If the Mythic die came up ,  or , advance Fate twice and gain two Gifts. Otherwise, advance Fate once and gain one Gift.

Note: If you have the Blaze of Glory gift, just still roll one die. Gifts do not apply outside of Battle.

Gain Might

Gain Might equal to the number of Fate boxes you have checked (including the first one).

Push Forward

With this done, move onto the next moment.

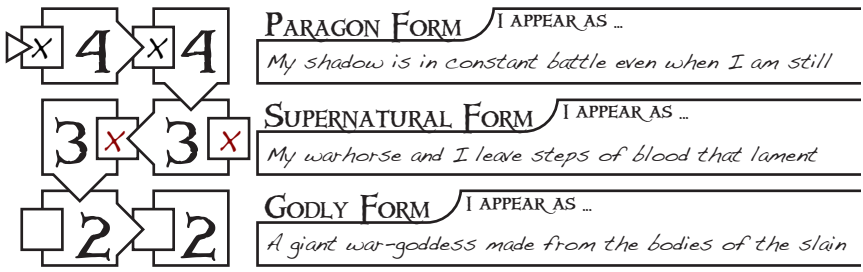
Example

Olivia is in the Village of Norrsundet (page 206) and is disgusted by how the residents worship Jörmungandr with vile blood magic. She decides there's no talking sense to them, so she's just going to change their minds by showing she's more powerful than the World Serpent. She doesn't care that this will terrorize mortals and assault their free will; she's in fact counting on that.

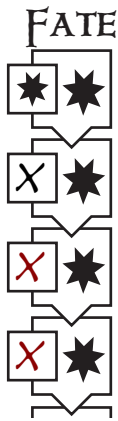
With her Weapon, Spirits of her Wise Ancestors, she describes summoning all of her ancestors to torment the priests and acolytes of Jörmungandr, each one forcibly ripping the toxic blood from them and leaving them to die while the rest of the village watches. All the while, she stands in front of the temple, shouting to all that their beloved Myth is no match for her might, and none should bow to any evil beast.

Her Fate is to become the Goddess of War, and she's currently at her Paragon Form: her shadow is in constant battle with everything around it, even when she it stilling still. The first two Corruptions boxes are checked, as is the first Fate box.

Because she's Terrorizing for Power, she'll check off the next two fate boxes:



Now she's in her Supernatural Form: both her and her warhorse leave blood with each step that whispers lament, and her shadow continues to constantly battle.



After that change, she rolls the Mythic Die and gets a , so she advances her Fate twice. This means she has two more Gift slots available, to be filled in whenever she likes.

Since she now has four Fate boxes checked (including the first one), she gets 4 Might tokens.

After that, the Mythmaster describes how all those who witness this fall to their knees, renouncing their old god and begging their new one—Olivia—to remove the impurity in their bodies.

Seeking Sympathy & Healing

If you want to heal your soul and back it away from the brink of corrupt apotheosis, you need to approach a mortal and show them the person who you are underneath your god-slaying paragon of power.

This is the hardest part of **Mythender**. You will always succeed at doing amazing feats. Getting someone to treat you as a human being? Good fucking luck.

Ask for a Sympathy Moment

The Mythmaster will frame a scene where you must deal with a mortal. Expect him to play hard and harsh. If you walk away from the scene he framed, there's no second chance at sympathy.

The Mythmaster will tell you things your Mythender knows instantly, like this mortal's name, family, what they're thinking on the surface—all things a Mythender inherently knows about every mortal he or she sees. Ask whatever questions you wish.

Play the Moment to a Point

Build up the moment with some dialogue, maybe some soft action, until everyone feels like the question of "does this mortal see the inner me?" is relevant and should be answered.

Gather Dice

Gather up to three dice, one for each questions you answer "yes" to:

- **Have the Mythenders refrained from terrorizing mortals for power so far?**
- **Did you try to understand the plight of this mortal?**
- **Did you make a serious effort to downplay or disregard your Mythic nature?**
- **Did you share yourself in a way that exposed emotional vulnerability?**

The Mythmaster and the rest of the table get to answer if these are true.

Roll Dice to Restrain your Nature

Once you have your dice, if any, roll them. If any come up ⚄ or ⚅, you succeed at restraining your Mythic nature. If none did, or you have no dice, you fail to do so.

If you succeed...

You're able to keep your Mythic nature held back enough, and this mortal sees the person within.

If you fail...

Your Mythic power overwhelms the mortal, destroying his free will. He cannot see anything past the Mythic being in front of them. Perhaps he will swear eternal love & loyalty to you. Perhaps he will commit suicide in despair. But whatever he does, he's now only a shell of a person, thanks to you.

In either case...

Your Form softens—uncheck the lowest two Corruption boxes. You may now also give up Gift slots to reduce how close you are to apotheosis—you may give up any number (including zero!), except the first one. For each given up, reduce your Fate track by one. If there's a Gift in a slot you've given up, that Gift is erased.

Push Forward

With the moment done, for good or ill, move onto the next one.

Permanent Corruption and Fate

If you have any Corruption and Fate boxes that have been made permanently checked (when you choose not to die in **Mythender Death & Making the Choice, page 142**), they can never be healed by mortal sympathy.

Example

Rashid taxed himself greatly in the battle with the Frost Jötunn (page 216), having four Corruption Boxes checked and looking like his Supernatural Fate: a massive fiery djinn with eyes that glow of eldritch power. (He made his own Fate, a God of Magic with an Arabian bent.) He is sure that he'll fall and become Myth in the upcoming battle with Thor, so he seeks to calm his Mythic Heart.

When the Mythenders arrive at the Fort of Thorberge (page 206), he says he wants to Seek Sympathy and Healing, and wants to debate religion and belief with the mortals, one "man" to another. The Mythmaster describes how he encounters several mortals who die upon the sight of him, as he's projecting so much Mythic power, before he encounters a blind sage. (These don't count as Slaughtering Mortals, because Rashid's player didn't describe killing them. The Mythmaster did.)

The mortal, Kolgrímur, and he talk for a bit. Rashid apologies for their intrusion, and as they chat, Kolgrímur challenges Rashid's belief in Allah. When that feels like it's at an apex point, the Mythmaster calls for the roll.

Since no one has terrorized mortals yet (at least, not intentionally), Rashid starts with one die. The table decides that he did make a serious effort to downplay his Mythic nature—while without sight, the mortal could still tell he was speaking to a Mythender very close to falling, but Rashid sought to speak as a mortal. The table also decides that Rashid expressed vulnerability by allowing his own faith to be questioned and explored. That means two more dice, for a total of three. He rolls, and...

He succeeds...

Rashid rolls a ⚄ ⚃ ⚅, giving him the one success he needs…barely. Kolgrímur gets up and thanks "Lord Rashid" for his time, and says he will reflect on the Mythender's wisdom. Rashid's Heart calms, and he turns back into his Paragon Form, as a man with eyes of eldritch power. They shake hands, and Rashid leaves.

He fails...

Rashid rolls a ⚄ ⚃ ⚀, giving him no successes. While Rashid's Heart calms and he turns back to his Paragon Form, he watches as the Mythic Power overwhelms the mortal. Rashid was not able to contain the power and save the man who saved him. Still, even in failing, his Heart calms…just as Kolgrímur coughs up blood and dies.

Performing Badass, Epic Feats

Mythenders are incredible titans who can do amazing feats! Break mountains, change the course of rivers, control mortals—there's little you cannot accomplish. But that power comes at a cost, for those feats are powered by your Mythic nature, and from there lies corruption.

When you want to do an epic feat, answer the following:

Is This Feat Mundane or Uninteresting?

Then don't use these rules. It just happens, with no benefit or further effect.

Is This Feat Inhumanly Possible?

Answer these questions:

- **Are you capable of this feat?**
- **If so, are you creating or destroying a Blight?**
- **Are you embracing or resisting Corruption?**

Are you capable of this feat?

No Mythender is omnipotent; you each have limitations. You can accomplish an epic feat if it fits under one of these conditions:

- **It is *merely* something that takes godly might, speed, skill, wit, etc.**
- **You can explain how your Weapons enable you to do this feat.**
- **You can justify it either directly or inspired by your Fate's powers.**

In addition, if there's a Blight that would prevent you from doing this, and the feat you're doing isn't attacking that Blight, you're restrained from this action. At least, for the time being.

If you cannot do the feat because it doesn't fit any of the above, don't worry! Once you fall and become a Myth, you can totally do it.

If you can do the feat, then it is done, unquestioningly. You and the Mythmaster describe what happens.

Are you creating or destroying a blight?

Epic actions can create or destroy Blights. This is optional; not every epic action needs to deal with a Blight. (For more on **Blights**, see page 122; rules for creating and destroying them can be found on pages 138 & 139.)

If creating a new Blight, pay 2 Might, take a new Blight card and write its description down. Write your Mythender's name on the "Created by" line. Finally, check off the first charge box and the lasting box.

In lieu of creating a new Blight, you can bolster an existing Blight that you or another Mythender created. Rewrite the Blight's description to reflect how its more powerful (if so inspired), then check off two more charge boxes.

If destroying a Blight, pay 2 Might and tear the card up.

You may only create or destroy one Blight if you're resisting Corruption. If embracing Corruption, *you can create and destroy as many as you can afford*. You can use Might gained from embracing Corruption to pay for them.

Are you embracing or resisting corruption?

The choice you have here is if you are trying to use Mythic power while attempting to resist its Corruption, hoping that it does not change you and make you closer to becoming a Myth; or you can embrace what the world of Myth wants you to become and gain power from it.

Embracing Corruption

If you are embracing Corruption, this is also **Terrorizing Mortals for Power**, even if you're doing this in a "nice" way or for kind reasons. If there were no mortals in this moment to begin with, the Mythmaster will introduce some witness your horrific power. Do everything in those rules as well.

If this action assaults or removes a mortal's free will, or violates the line between life and death, it is always embracing Corruption. That's pretty inhuman.

Resisting Corruption

If you are attempting to resist corruption, this is a risk. Grab two dice if the Mythmaster says there are no mortals to witness your act, or one if there are. (Spoiler: unless you are far, far away from any hint of civilization, there are mortal witnesses. Mortals are drawn to witnessing horrific power, and your Mythender will know their presence. Deal with it.)

Reminder: Companions don't count as mortals, because they no longer have true free will.

Roll the dice. If either come up ⚄ or ⚅, you have resisted Myth's corrupting influence! You're unchanged. Otherwise, treat as the result of **Terrorizing Mortals for Power**, except you don't roll the Mythic die—only claim 1 Might token and only suffer one Fate box. There is less reward if you resist your Mythic nature.

Describe the Feat and Push Forward

You and the Mythmaster should describe what happens, based on Blights created or destroyed and how you handled Corruption. Once everyone at the table is satisfied with playing out that moment, move on.

Limits to These Gains

While you can do incredible feats, you do not have limitless power. If you do a second feat during the same Mythender time, you may only gain a maximum of 2 Might from it. After that, no additional Might gains. This resets after on your next Mythender time.

Examples of Badass, Epic Feats

Example: Resisting Corruption

Rashid wishes to put out a raging inferno consuming a town and surrounding forest, one started by fire giants in the prior battle. (Raging Inferno is a persistent blight.) So he summons the very spirits of the fire and shove them back down into the deep earth.

Now, no one had mentioned anything about the fire having spirits before, but Rashid declared it and the Mythmaster knows better than to question him. Of course it's fire spirits! And it's interesting, so we proceed.

The feat's inhumanly possible, all right. Qualifies for these rules. And Rashid is capable of this feat through his Relic Weapon, The Book of Dominion over Demons and Spirits. No question about that. He's focused on destroying the Blight, so that's is taken care of.

All that remains is to see if he's embracing or resisting Corruption. He could easily embrace it, shouting at fire spirits and making everyone in the town bow before his terrible awe. But no, he decides that mortals should keep their free will or some junk, and resists.

There are mortals around, so Rashid's player picks up just 1 die.

Failing to resist...

He rolls it, getting a ⚅! Oh no! He failed to resist Corruption!

The Mythmaster takes over the narration, though Rashid still pays the 2 Might tokens to destroy the Blight. The Mythmaster describes the raging inferno turning into spirits, and as they all die down, some lash back with their final breathes to burn several villagers. The rest of the mortals bow to Rashid, He Who Controls Fire, and beg him for forgiveness against whatever transgressions they may have committed.

Rashid progresses is Fate by one box and gains 1 Might for causing this horror in the hearts of mortals.

Succeeding in resisting...

He rolls it, getting a ⚄! He successfully resists Corruption!

So he describes forcing the fire spirits into the deep earth, and the fire vanishing with it (and paying 2 Might to do so). The people witnessing still bow before his terrible awe, but not in a "I accidentally destroyed your free will while trying to help" way.

Example: Embracing Corruption

Unna arrives at a village after some monsters have already slaughtered many of its people. So she figures, hey, why not just bring them back?

That certainly isn't boring. Her Fate is Death, so that fits with her Fate's power: Slaughter mortals with my will, raise the dead, summon shades of the deceased. There's no Blight in play that's she's destroying—there are no such thing as passive Blights like "people are dead." She also doesn't really care about creating one, though she could make one like "my loyal risen army" or the like. But that's not Unna's point. She just wants some dead people to be…less dead.

As for Corruption, her player says "Bring it on!" because Corruption is sexy, and also gives you sweet, sweet Mythic power. Sure, it'll mean that the mortals she's bringing back to life will have their free will destroyed, but them's the breaks, I guess. (Of course, since this is automatically something that terrifies mortals, she doesn't have a choice here, but if doesn't stop her from being enthusiastic about it.)

The rest of this example is covered in **Terrorizing Mortals for Power** (page 172), since Unna's embracing corruption.

Example: Not Bothering With These Rules

After the battle against giant scorpion-men, Erik the Hated jumps from one side of a chasm to the other, in order to retrieve his sword, Viperbane. The scorpion-general knocked it out of his hands as its last action, as it was being totally ended. Since there's nothing interesting going on, just a bit of color to show how casually Erik gets his sword back, none of the **Epic, Badass Feats** rules are used.

Now, if Erik's player wanted to make a big deal about it, he could push it further—by, for example, describing closing the chasm with his will—but he just wanted to say "Yeah, I just wanted to describe how I got my sword back. Let's move on." Everyone's happy.

Helping Mortals

There are two ways to help mortals: helping them as a normal person and helping them by using your crazy Mythic power.

If you're helping like a normal person, doing things like patching them up with bandages or rebuilding a home with your bare hands or whatever, that's **Seeking Sympathy & Healing (page 174)**. Or it's just a moment of color that doesn't require invoking those rules.

If you're using your power to go far beyond mortal means, especially for things like changing minds & memory or tackling sickness & death, that's definitely **Terrorizing Mortals for Power (page 172)**. And you have to go through those rules.

The Line

You might want to help people like a normal person, like rebuilding a castle wall that you destroyed during the last battle when you caused a column of fire to come forth from the heavens. But you have this pesky superhuman strength that makes you worry that you'll terrorize mortals by moving bricks around. So what's a guy to do?

This is the line between "as a normal person" and "crazy Mythic power." Each group will feel it differently, but the gist is: if you're not showing off and are genuinely trying to help someone with near-normal means, it's possibly **Seeking Sympathy and Healing** And when the answer to the question "Is the Mythender putting aside her Mythic nature?" is definitely "no"—it's **Terrorizing Mortals for Power**.

Healing Mortals

To be absolutely clear to the point of repetition, if you use Mythic power to heal the bodies or minds of mortals, or you raise the dead, that's **Terrorizing Mortals for Power**. No matter how grateful a mortal is, that is an vulgar, unnatural act of the highest degree, and an assault of their will.

Trying to Make Small Changes

If you're deliberately *trying* to do something that a mortal can do, without putting your will into it, you might succeed. What happens is entirely up to the Mythmaster's whim! Perhaps you're trying to break a child's fever by using local herbs, rather than just willing the child better with your dominion over life. You're putting your hope and faith before your will, which means you have no control over the outcome.

Of course, such a thing is a good catalyst for a Seeking Sympathy and Healing moment. Or perhaps a moment to explore more of the Mythic World as you go out to get those herbs from a forest dangerous to mortals.

Slaughtering Mortals

Every Mythender can slaughter mortals. Period. No contest. There's no die roll to see if you do it or not. Just describe it.

When you choose to do this, it totally counts as **Terrorizing Mortals for Power**.

Know that every single mortal knows that you hold the power of death in your hands and can with the most trivial acts end their lives. They know this in their very souls. Even those who would defy a Mythender know that they are probably going to die for that act of defiance.

Is it any wonder that so many grovel and kneel to a Mythender as they would a god? And, really, is there much of a difference?

Why Would I Do This?

Some people read this section and wonder why a Mythender would do this to mortals. Some Mythenders believe in the sanctity of mortalkind, and others don't give two shits about a mortal that refuses to fall in line.

But those are extremes. Maybe you'll narrate your Mythender accidentally killing a bunch of mortals, which still counts as Terrorizing for Power, if you're just freeform narrating that it's an accident. (Note: It doesn't count as Terrorizing if mortals die because you failed to resist corruption in a Badass, Epic Feat or in Seeking Sympathy and Healing, though mortals are likely to still die at the Mythmaster's whim. It only counts when you, the player, decide that it happens.)

In any case, this is always an option, and shows you the power you have over others.

Moments in Brief

Terrorizing Mortals for Power **page 172**

Describe how you're Terrorizing the mortals. Gain two Corruption, the roll the Mythic die. If it comes up , , or , gain two Fate. Otherwise, gain one. Gain Might equal to the number of Fate boxes you have checked (including the first one and the ones you've just now checked).

Seeking Sympathy & Healing **page 174**

Describe how you're trying to bond with a mortal. Then the table answers these questions:

- Have the Mythenders refrained from terrorizing mortals for power so far?
- Did you try to understand the plight of this mortal?
- Did you make a serious effort to downplay or disregard your Mythic nature?
- Did you share yourself in a way that exposed emotional vulnerability?

Gain up to three dice, one for each question answered 'yes.' Roll them. If any come up a  or , you're able to keep your Mythic nature from destroying this mortal. Otherwise, the mortal dies or has their free will destroyed.

Either way, uncheck your lowest two Corruption boxes, and reduce as many Gifts and Fate track as you like (including none), though you must keep the first one.

Performing Badass, Epic Feats **page 176**

First, make sure you can do the feat. It has to be something a Mythender can generally do, something a Weapon lets you do, or something your Fate's powers let you do.

Then decide if you're creating or destroying a Blight. Doing either costs 2 Might tokens.

Finally, are you embracing or resisting corruption? If you're embracing corruption, then it's also Terrorizing Mortals for Power. And you can create or destroy as many Blights as you can afford (including from the Might you're gaining in this action).

If you're resisting corruption, then you can only create or destroy one Blight. Then roll to see if you resist corruption. Grab 2 dice if no mortals witness the event, or 1 if even a single mortal does. If either die comes up  or , you've resisted corruption. If not, treat it as Terrorizing Mortals for Power, except you only get 1 Might, and the Mythender has license to make your feat particularly nasty.

Helping Mortals **page 180**

You can help mortals. If you're doing so in a normal, human way, then it's either a quick moment of color or Seeking Sympathy and Healing. If you're using your Mythic abilities to help mortals, it's Terrorizing Mortals for Power.

Slaughtering Mortals **page 181**

You can, period. If you choose to describe this, it counts as Terrorizing Mortals for Power. If it comes from failing to resist corruption in a Badass, Epic Feat or in Seeking Sympathy and Healing, it doesn't count as Terrorizing.

Murdering One Another

Murdering Another Mythender

Sometimes a Mythender just has to die. When another Mythender decides that, murder is quick to follow, and at least one Mythender is sure to die.

Murder Interrupts Everything

Murdering another Mythender trumps all other actions, *even in battle*. If you do something and someone else decides to kill you over it, you have to live to have your thing happen.

Who is involved

At least two people are involved, the Mythender starting the violence and the one she wants to kill. Others may get involved, if they want.

Use Bonds & Gather Dice

Mythenders start with 3 dice. They can break a Bond they have with someone else in the Murder, and gain 2 more dice. You must show how, with rage or calm, this Bond has been broken. Alternatively, show it breaking with regret as you're are forced to fight the person who you have this Bond with.

If you break a Bond, gain 2 more dice and describe how your Mythender feels. When you break a Bond, strike it off the Bonds sheet, preferably in a dramatic fashion.

Roll Dice and Count Successes

Once everyone has their dice, roll them! ⚄ ⚅ ⚃ are successes. There is nothing that can change this roll; Gifts don't apply to Murder.

Someone Dies, Maybe Everyone

If only two Mythenders are involved…

Whichever Mythender rolled fewer successes dies. *In the case of a tie, both die.*

If more than two are involved…

If two or more tie for the most successes, everyone who acted (rolled dice) in the murder dies. *Everyone.* Otherwise, whoever has the most successes decides which Mythenders involved live and die. At least one Mythender must die.

Push Forward

Murder is quick and bloody. The winner describes the aftermath. The others can describe elements of their final moments, but to the victor go the rights to narrate.

No Coming Back

Unlike in battle, there is no coming back from death. Nor can you be revived by another Mythender using her Fate's power. Mythenders killed by another Mythender are forever peacefully dead.

Optional: Sharing

If there are more that two Mythenders involved, one can give half of their dice (round down) *before rolling* to help another Mythender. Describe how you're aiding.

Example

Tzofiya and Unna are in a mortal town set near the base of Yggdrasil. Their battle with Einherjar (page 212) caused a Blight—a river of fire—that tore through the town and killed many of its people. Unna sees the burned corpses, the survivors who are weeping, and feels guilt for her involvement in this tragedy. So she, as Fated to be the God of Death, declares she's bringing them back to life.

Tzofiya stops her, trying to talk her out of this, as what she's doing is as much of an abomination as the Myths they fight. Unna's guilt is not eased by this, and she continues with her description.

Lily, Tzofiya's player, says "I kill her."

Once declared, it's time to go to dice. They know they'll describe what happens once the dice are rolled. Tzofiya and Unna each start with 3 dice.

Tzofiya has a bond with Unna, Unna shows me the worth of mortals. She describes breaking this bond by saying "Unna is violating the very thing that she has shown me, and it breaks my heart." She gets 2 more dice, for a total of 5.

Unna likewise has a bond with Tzofiya, Tzofiya accepts all of me. Clearly, Tzofiya no longer accepts all of her, so she describes the anger at this betrayal. She gets 2 more dice, for a total of 5.

They roll their dice...

Tzofiya wins...

Tzofiya gets  and Unna gets . That means Tzofiya has 3 successes to Unna's 2.

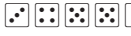
Tzofiya describes how she stops Unna from raising the dead by slamming her blade into Unna's back, turning it once to break her spine, and letting her body go slump. Unna is a Mythender no more.

Unna wins...

Tzofiya gets  and Unna gets . That means Tzofiya has 2 successes to Unna's 5.

Unna describes how she defends herself by using the power of Death, killing Tzofiya in doing so by ripping the life force from her throat. She uses this potent life force to reanimate the townsfolk. Unna could not help but kill Tzofiya, as that is fated once Mythenders turn on one another.

They tie...

Tzofiya gets  and Unna gets . That means both of them have 3 successes.

Together, they describe how they kill each other. Tzofiya's sword bites into Unna's body, shattering her spine and spraying blood, while Unna grabs Tzofiya's neck and rips the life from her. They are both dead. Time for new characters!

What Happens Afterward

With one or more Mythender slain, the group now has to decide how to proceed. Maybe interest in the game is lost, or that moment is the real climax of the adventure, so that story is over. Or you want to progress, making new Mythenders who immediately join up the cause to End the Myth that brought these Mythenders here.

If you make new characters, remember that Mythenders are nearly omniscient. The living Mythenders will know instantly that these new characters have become Mythenders, ready to get some deicide on. The new Mythenders will know what they are and the nature of the other Mythenders, dead and alive.

Example

Drawing from the previous example, Lily and Nora slaughter each other, and they want to keep playing because they relish the opportunity to play the characters who just became Mythenders thanks to their old ones.

Since they have experience making characters and there's another player and Mythmaster waiting on them, they just spend a few minutes fleshing out Weapons, Forms, and a sense of personality. Then they describe the scene where their mortal hearts die and their Mythic Hearts come alive. Nora makes a Mythender who was raised from the dead by her old one, a Warrior Abomination of Death. Lily makes one lost her whole family thanks to the River of Fire Blight, a Crusader Mourner of Life.

Rashid waits patiently for the two new Mythenders to join him. "Shall we?"

They nod. Time to kill a motherfucking god.

Corruption & Fate

Corruption & Forms

As Mythenders take on Mythic Power, they gain Corruption—the physical manifestation of that power. This Corruption twists and changes your physical form to become more like the god you're fated to become, and as it does so, it makes it harder for you to resist the eroding of your mortal soul.

Suffering and Healing Corruption

Suffering Corruption **page 190**

Corruption is tracked each time Mythic power is used. When the rules demand you suffer Corruption, you'll check more Corruption boxes, as detailed in Suffering Corruption (page 190). This happens when you:

- Do a **Badass, Epic Feat** (page 176) and either embrace or fail to resist corruption
- **Terrorize Mortals for Power** (page 172)
- Do a **Mythic or Titanic Action** in battle (page 125)

Healing Corruption **page 191**

By **Seeking Sympathy & Healing** (page 174), you will heal some of your Corruption.

Corruption & Your Physical Form

As you push more and more Corruption, your physical Form changes. These Forms are linked not only to your body, but to how mortals perceive you as a Mythic being. The more godlike your form, the more unable they are to handle your presence. They may swear undying love to you as you progress, or even die at the sight of you.

These Forms were detailed when you picked your Fate during Mythender creation.

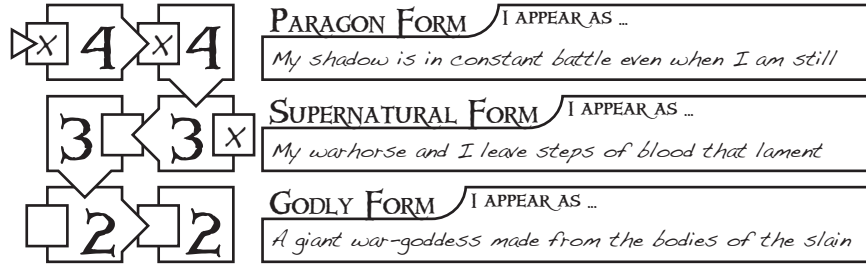
If you have zero or one Corruption box checked, you appear as you normally do, your Mortal Form.

Once you have two Corruption boxes checked, you appear as your Paragon Form, transforming in that instant.

At four Corruption boxes checked, you appear as your Supernatural Form.

When all six Corruption boxes are checked, you appear as your Godly Form.

These Forms don't change how you act. You retain all free will so long as you have any mortal soul—that is, up to the point where you become a Myth.



Olivia currently appears as her Paragon Form: a shadow that is in constant battle, even when she is still. If she checks off another box, she'll change to her Supernatural Form.

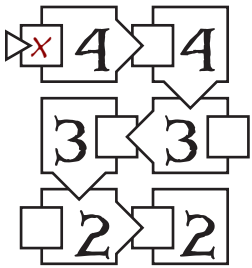
Corruption Numbers

The numbers in each Corruption box refers to the **Risking & Suffering Fate** rules (page 194), and indicate how difficult it is to resist losing part of your mortal nature.

When the Mythic die is rolled, that number is compared to your Corruption number. If the die is that number or higher, you cannot resist that small loss of mortality and gain of Mythic power.

Corruption Number Example

Beatrice suffers Corruption for the first time in this adventure, as she describes a Mythic action in battle and takes up the Mythic die. So she checks off the first Corruption box. The number next to that box is 4, so when she's resolving Risking & Suffering Fate, she'll compare the Mythic die to her current Corruption number of 4.

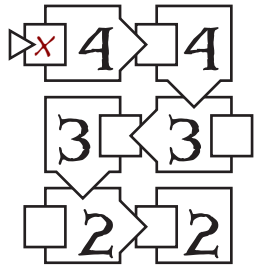


The next time she suffers Corruption, her number will still be 4. The third time, it'll be 3, and so on. If you run out of Corruption boxes to check off, your Corruption number stays at 2.

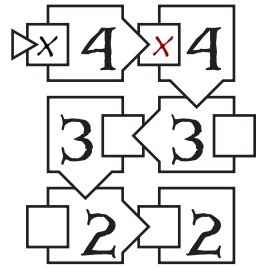
Suffering Corruption

When you suffer Corruption, you check off Corruption boxes and possibly change your Form.

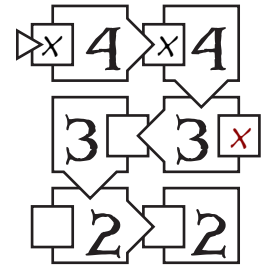
In Battle, you'll check off one Corruption box, starting with the box in the top-left and following the arrows down.



checking first box

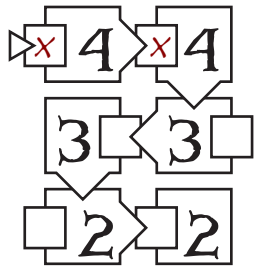


checking second box

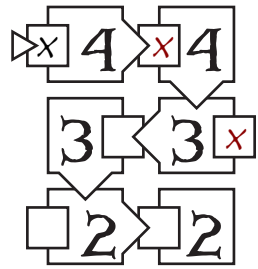


checking third box

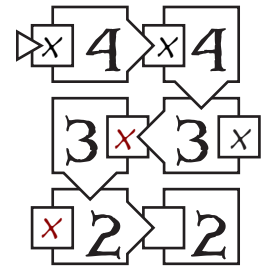
Outside of Battle (Badass, Epic Feats and Terrorizing Mortals for Power), you'll check off two Corruption boxes, which means you'll definitely change form (see below).



checking first & second boxes



checking second & third boxes



checking fourth & fifth boxes

If you have all six boxes checked, your Form is as corrupted as your Mythic Heart can make it—you already appear as a god! If you have five boxes checked and are required to check two more, you'll only check the sixth box.

When You Suffer and Change

If you checked the second box on a given row, you'll change form (as per Corruption & your Physical Form, page 80). When this happens, describe how the transformation takes effect.

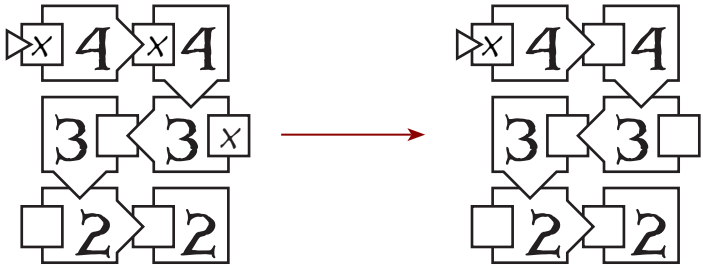
Forms and Starting Thunder Dice

The Form you are in when you start a battle determines your starting Thunder Dice, as that corruption allows more raw energy to surge through you, to help you survive against gods.

- Mortal Form: 1 Thunder die
- Paragon Form: 2 Thunder dice
- Supernatural Form: 4 Thunder dice
- Godly Form: 6 Thunder dice

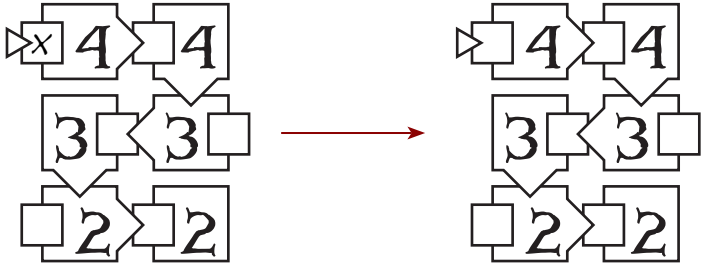
Healing Corruption

When you heal Corruption, you erase checks you've made earlier in the adventure. You'll always heal two boxes. You will heal the most recent boxes first, going up.



healing third & second boxes

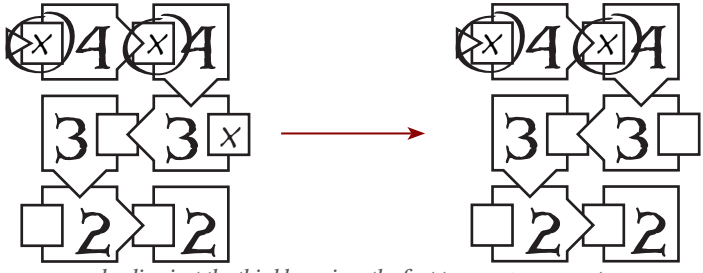
If you have only one box checked, you'll only heal that one box. If you have no boxes checked, you don't heal; you don't need it!



healing just the first box

Permanent Corruption

If you have any permanent Corruption boxes (page 197), they will never heal.



healing just the third box, since the first two are permanent

When You Heal

Because you're unchecking Corruption boxes, your Form reverts back one step: from Godly to Supernatural, Supernatural to Paragon, or Paragon to Mortal. When this happens, describe how the transformation takes effect. (Naturally, there's no reverting if you were already in your Mortal Form.)

Mythic Fate & Gifts

While Corruption is the physical manifestation of Mythic Power, Fate is the metaphysical scar that power leaves on you. It measures how close you are to becoming the god you're fated to be

Risking, Suffering, and Healing Fate

Risking & Suffering Fate **page 194**

Fate is tracked when you use Mythic power. In battle, it is risked, meaning that you may or may not suffer Fate. Outside of battle, when you channel Mythic Power, you will definitely suffer Fate.

When the rules demand you suffer Fate, you'll check more Fate boxes, as detailed in Suffering Fate (page 194). As with Corruption, this happens when you:

- Do a **Badass, Epic Feat** (page 176) and either embrace or fail to resist corruption
- **Terrorize Mortals for Power** (page 172)
- Do a **Mythic or Titanic Action** in battle (page 125)

Healing Fate **page 196**

By **Seeking Sympathy & Healing** (page 174), you *may choose to* heal some of your Fate.

Fate & your Soul

As you check off more Fate boxes, you're letting the Mythic World have more and more of a handle on your mortal nature. At first, it is resisted easily, but as you lose more, you open yourself up to becoming a Myth.

If taken too far, you will **Become a Myth** (page 198).

Gifts from your Mythic Heart

The upside to losing your mortality? Getting power! With each step down the path to apotheosis, you gain from your Mythic Heart a Gift: a way that, in battle, you are superior to other Mythenders and more of a match for Myths, using their dirty tricks against them.

These Gifts (found in the Gifts chapter, starting on page 161) give you access to new rules that break how battle normally works. The Myths have many of these. You might want some as well.

The First Gift Slot

Your Heart, chosen at Mythender Creation, gives you your first Gift. This is written in the top Gift slot. This Gift will never go away; it is the base power you have as a Mythender.

Risking & Suffering Fate

Whenever you suffer Corruption, you'll also either risk or suffer your Fate progressing toward your Mythic end.

Before you consult these rules, make sure you've already dealt with whatever Corruption you caused due to this action. That will impact how you do things here, if your Corruption number changes.

Risking Fate

When you do a Mythic or Titanic Action in battle (page 125), you'll risk suffering your Fate. (See **Suffer Corruption & Risk Fate, page 134**).

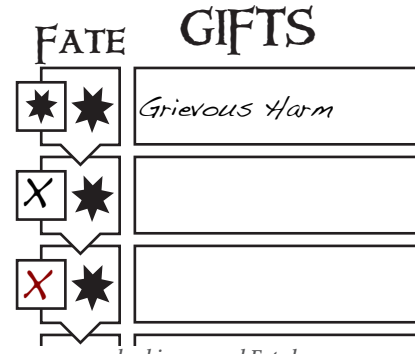
In short, if the Mythic Die you rolled is equal to or higher than your Corruption Number (which may have changed based on the Corruption you just took), you must suffer Fate. Otherwise, you have the choice whether you wish to suffer Fate or hold back from it.

Suffering Fate

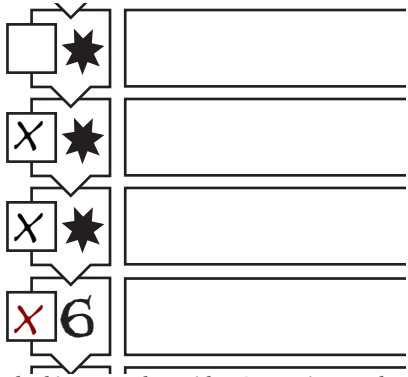
When you suffer Fate, you'll check off one or two Fate boxes, depending on which rule is causing you to suffer Fate. (Terrorizing Mortals for Power, page 172, can cause two boxes to be checked; otherwise, check one box.)



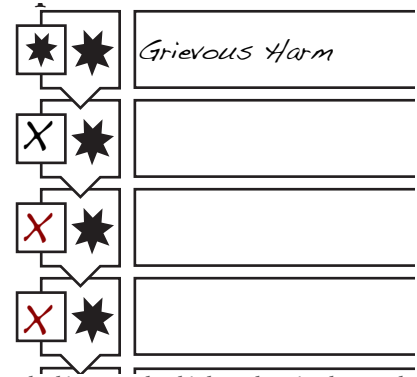
checking first Fate box



checking second Fate box



checking a Fate box with a Corruption number



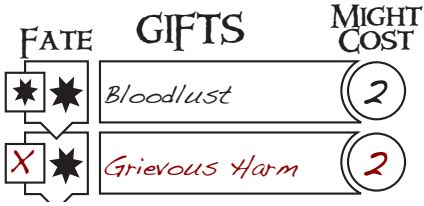
checking second & third Fate box simultaneously

Fate & Apotheosis Number

Some Fate boxes have numbers next to them. These are Apotheosis numbers. When these are checked, at the end of this battle (or the next one, if you checked this outside of battle), you'll have to deal with possibly becoming a god.

That's covered in **Becoming a Myth, page 198**.

Gaining Gift Slots



If you checked off any Fate boxes, then you gain Gifts! Each blank Gift slot next to a checked Fate box is available for placing a new Gift. Write the name of the Gift and its Might cost in the boxes to the right of the Fate box.

When you have a Gift Slot open, you may pick a new Gift or upgrade an existing Gift you have. *You may do this at any time, not just right away.* If you choose one right now, you may immediately take benefit from it (if you pay the Might cost) before you Push Forward.

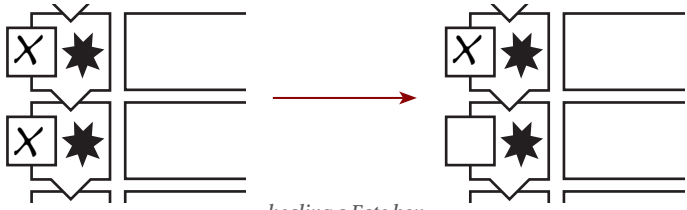
Read the chapter on Gifts (Your Heart's Gifts, page 161) for more information, as well as the list of Gifts and upgrades you may choose from.

If you're out of Fate boxes

If you cannot check any more Fate boxes, then there is no further benefit or cost to your action. Also, you're pretty much going to become a god soon, as that means your Apotheosis number is 2. If you're told to check off two boxes, and you only have one left, you only check that last box off.

Healing Fate

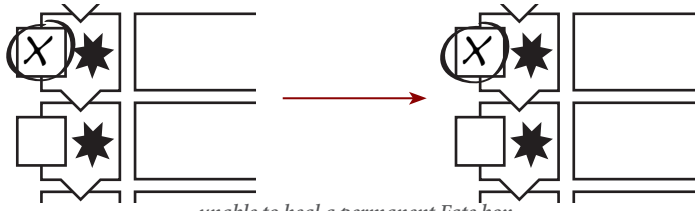
When you choose to heal Fate, you erase checks you've made earlier in the adventure. You'll erase the check in the most recent Fate box and the Gift written in that slot, if any.



healing a Fate box

You never have to heal your Fate when you Seek Sympathy and Healing. That is an option, if you're willing to give up the Gift on that Fate track.

As with permanent Corruption, you cannot heal permanent Fate.



unable to heal a permanent Fate box

Healing & Losing Gifts

When you heal a Fate box, you lose the Gift slot linked to it. If you wrote a Gift in that slot, erase it.

Should you suffer Fate later in this adventure, you may choose the same or a different Gift for your newly re-opened Gift slot.

Permanent Corruption & Fate

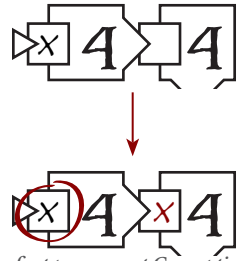
When you die in battle and make the choice to come back to life (page 142), you gain permanent Corruption and permanent Fate.

Permanent Corruption and permanent Fate can never be healed away. Once gained, they exist on you until you die or become a god. These permanent boxes are noted with circles around them.

Marking Permanence

Start marking permanent Corruption and permanent Fate at the top of each track.

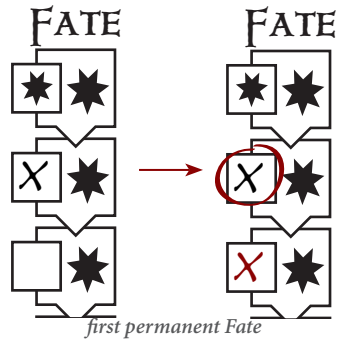
If you have not yet gained permanent Corruption & Fate, then circle the X around the top-left Corruption box and the first Fate box. If you have permanent Corruption and Fate already, then you'll progress to the next Corruption and Fate box, just as you do during normal progression.



first permanent Corruption

Unless all of the boxes on a track are already permanent, you should be circling a box. It may be the box you also just checked off.

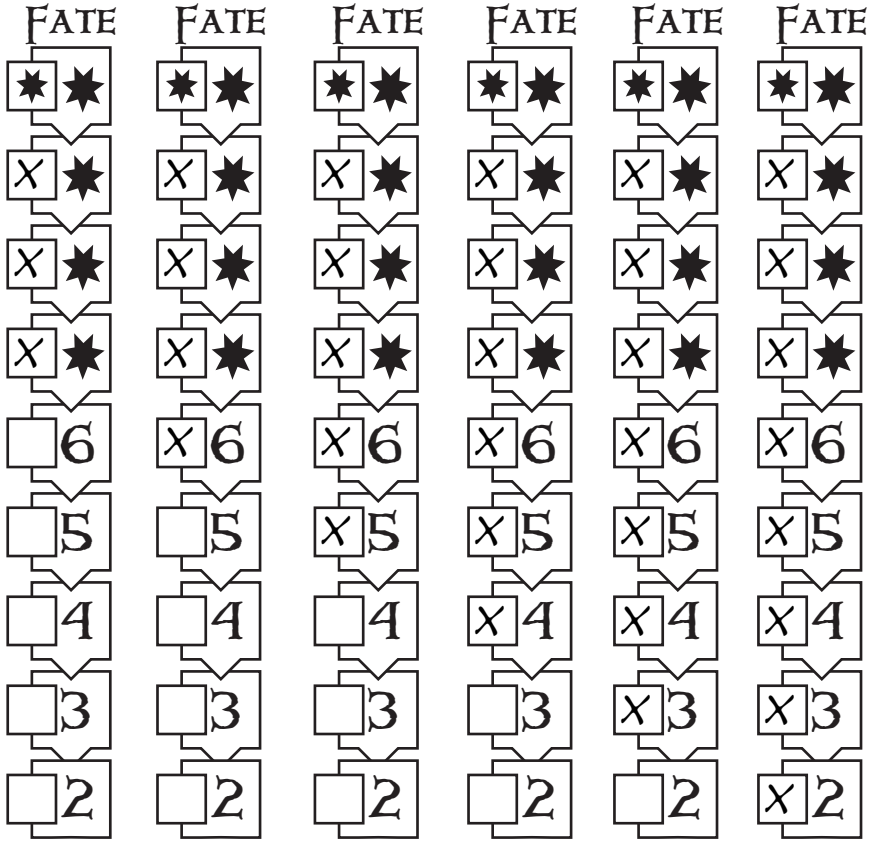
When **Seeking Sympathy & Healing (page 174)**, you cannot heal away permanent corruption and fate. Now those will never go away.



first permanent Fate

Becoming a Myth

When a battle is over, if you still live and you have any Fate boxes with an Apotheosis number checked, you will have to see if you become a Myth.



Fate tracks with Apotheosis numbers checked: none, 6, 5, 4, 3 & 2

The first example shows a Mythender that is safe from apotheosis. The others show increasing danger of it happening.

Checking for Apotheosis

Roll a die to see if your Mythic Heart has won this internal battle—the Mythic Die is appropriate, but no rules involving the Mythic Die are triggered. If the die is equal to or higher than the Apotheosis number, *then you have become a Myth*.

If not, you are safe…for now.

And if you are safe, you cannot choose to become a Myth. Your Mythic Heart isn't strong enough to consume you… yet.

What Happens When you Become a Myth

The moment you do, the Mythic World whisks its newborn deity away to save it from the other Mythenders. This cannot be stopped—it would be a really boring story if it did.

You should describe this final transformation and disappearance, and the others should describe their reactions. Feel free to have a few parting words as the last of your mortality is burned away, or a few parting words as the new Myth.

Your Weapons, including Companions, are swept up in the raw power and becomes part of your Myth. Though, you can break this rule to link a new Mythender to an old one: a single Companion may be spared if he or she is to become a new Mythender because of this, or a new Mythender finds one of your fallen Mythender's Relics.

The Myth You Become

There are two general options for the Myth you'll become. The obvious is the one linked to in your Fate, but you can also become the new incarnation of the god you just Ended, only more badass because the new model is always better than the old one.

Either way, if you're going to play again, the Mythmaster should create a new god to use, taking inspiration and direction from the existing write-ups in the Mythic Norden chapter. But don't do that right away. Savor this moment of story.

Example

Yolen, a simple farmer turned into a Mythender (a Mourner Bearer of Life) has fought well against Thor, Ending him by stabbing him in the face with his heirloom war hammer. In this battle, he suffered Fate and checked off his 5 Fate box.

He rolls the Mythic die, and gets a . Yolen is no more!

Yolen's player, Tyler, decides that Yolen should replace Thor—there should always be a Thor, he says—but one with a God of Life bent to him. That's enough for now; if they play again, the Mythmaster can create this new Thor.

He describes picking up Thor's hammer, Mjölnir, and as he does, his heart bursts out of his chest. But instead of blood flowing out, vines crawl and form all over his body, shaping him to be Thor with armor of the forest rather than of metal.

Rashid and Beatrice, his two fellow Mythenders, look on in sadness. Beatrice screams "No!" Yolen just looks back, his eyes echoing the same sadness, the last act of his mortal life.

Then lightning strikes, blinding all for a moment. When their vision is regained, Yolen is gone.

Mythic Norden

The World of Mythic Norden

Mythic Norden is a vast realm in the far, frozen North. It is the domain of the gods of order: Odin the Allfather and his kin, Thor of Thunder, Freyja of Love, Tyr of War, and so on. It is the domain of gods of chaos: Loki and his children, Fenrir the Wolf, Jörmungandr the World Serpent, and so many other abominations. It is the domain of countless other creatures, from Dwarves and Frost Giants to Valkyrie and Einherjar.

Even more, Norden is a land that lives and breathes. Its gods, its great Myths, are extensions of its will and desire. The true horror of Norden is that it is all around you, ever-present, ever-watching.

A Land of Eternal Winter

Norden is a place where the sun never melts away the frost, unless the mortals of a village show sufficient devotion. It strangles the land until its demands are met. When they are not, unrelenting storms roll in.

Even when the mortals capitulate, the spirits that make up the land and sky do not always listen. They love to play with mortals, to hear their wails and cries. This pleases Norden as well, for the mortals prostrate harder to its gods, praying for reprieve.

A Land of Endless Danger

In every forest, every cavern, and even in the grounds underneath plains, monsters lurk. The mortals of Norden tell stories to their children to keep them from wandering into darkness. These monsters make mortals fear, giving power to Norden. And they keep most mortals from journeying far, thus trapping them under Norden's thumb.

A Land So Very Hungry

While Norden's gods do not wish to be unmade, Norden has other plans. It uses its Myths to constantly attack Mythenders. It uses the connection to each Mythender's Mythic Heart to drive dreams into their minds. It does not seek to kill Mythenders, but to take them, to consume them, to turn them into new gods under its will.

And every time a Mythender Falls into Myth, Norden gets stronger. Norden gains a god with even more power than it had before.

This is not Historic Scandinavia

A note for scholars of Norse mythology and medieval Scandinavia: understand that there are a lot of liberties here. *A lot. Shamelessly so.* After all, I had to turn those stories and histories into something that is worthy of electric guitars and superfluous umlaut-inspired battle scenes.

The land, people, gods, and monsters of Norden aren't meant to be historic Scandinavia. For one, there are no such thing as Mythenders in reality. The nine worlds hanging on Yggdrasil (the World Tree), the Bifröst (Rainbow Bridge), Valhalla, all of those Norse ideas are treated as color or caricatures rather than genuine.

Of course, you can make it as historic if you want. I invite you to do research, if any of these things interest you. But don't take what's in this chapter as a serious attempt at that. This Mythic Norden is a place where you slaughter gods and impose your will, not a place to explore a real culture. The real medieval Scandinavia is not one place, but a vast multitude of places. Many different cultures, languages, values and beliefs. Many different gods and Myths, different names for the same ones.

How to use Mythic Norden

Think of Mythic Norden as an idea of a place, not a place with a sense of geography and realism. It's a collection of sets: places where battles happen and people are met. It's a collection of themes—Mythic worship and oppression, constant danger and fear, harsh and unforgiving climates and weather, etc.

While you may have thoughts about what the mortals desire and need, when the Mythenders enter a town, all life stands still for them. Some may pledge fealty so as to ask for a boon. Others will defend their gods, knowing they will be annihilated for challenging a Mythender. All will fear them. Their lives will be forever changed. Still, it's good to have those thoughts about what they desired and needed before the Mythenders arrived; it will help you portray mortals as genuine people.

The People of Norden

The people of this land are hostages to Myths, given graces and sanctuary when they worship the gods and fear real dangers in the uncharted wilderness. Within Norden are many small, mortal kingdoms, some only as large as the town and farmlands outside, and some that span many cities. But because travel is dangerous, even on well-journeyed roads, the people are mostly isolated from one another.

They war with each other, at times because a patron god wishes his influence might be demonstrated, and at times because men wish the same thing.

They are real people—they love, hate, hope and fear. At least, until a Mythender comes along and strips their will away.

Names

Male

Aðalbjörn, Ægir, Alfreð, Arnar, Ásmundur, Barði, Berg, Böðvar, Brimi, Drengur, Dúi, Eðvald, Eymundur, Falur, Fróði, Galdur, Geir, Gísli, Gnúpur, Grettir, Guðlaugur, Gunnar, Hafni, Halldór, Hjálmar, Ísar, Júrek, Knút, Kolgrímur, Kormákur, Lárus, Magni, Njáll, Ögri, Óli, Ormur, Örvar, Páll, Rafnar, Reynar, Rúnar, Rúrik, Skíði, Skjöldur, Skúli, Snorri, Sören, Sturla, Tindur, Tór, Týr, Úlfkell, Úlfur, Unnar, Valberg. Vörður, Þengill, Þeyr, Þór, Þorsteinn

Female

Aðalfríður, Æsa, Árdís, Árlaug, Ásla, Astrid, Auðrún, Bára, Brigitta, Dís, Dóra, Drífa, Einhildur, Eyþóra, Finna, Fjóla, Freydís, Fríða, Fura, Gauja, Gauthildur, Glódís, Greta, Guðfríður, Gunnhildur, Hafþóra, Halla, Hilda, Hjálmrún, Hlédís, Hlíf, Iða, Ingdis, Jódís, Júnía, Kára, Lára, Lífdís, Mardís, Mirra, Njála, Oddrún, Ölrún, Ormhildur, Pála, Róshildur, Rúna, Rut, Selka, Snædís, Sóla, Sólveig, Svala, Úlfdís, Úlfrún, Unna, Valdís, Yrsa, Þura

Surnames

Create surnames by adding "-son" or "-dottir" to a parent's name. Thus, Rúnar son of Berg, becomes Rúnar Bergsson and Fjóla, daughter of Brigitta, becomes Fjóla Brigittasdottir.

Credit for name list: Story Games Names Project, Norse list compiled by Jason Morningstar

This Land

The mortals call the land in which they're permitted to dwell Midgard. It means "land of the middle," which reflects that the mortals know they are in the middle of all the forces of Norden, with no hope of escape.

The Myths of Norden

The Myths of Norden are divided into many camps: the all-powerful and dominant Æsir, the glorious and beneficent Vanir, the vile Jötunn, the ever-industrious dwarves, and the many Lesser Myths that roam throughout Midgard.

They all war with each other, as is Norden's will—this makes the mortals fear and obey, giving the Mythic World so much power. And the Myths know that they never truly die at the hands of one another, for the World will take their essence and create new Myths.

Gods of Order

The Æsir are Norden's spirits of order and justice, though a vile and corrupted notion of justice: of knowing one's place and never deviating it, for mortals to forever be subservient. Odin Allfather is the god over all the Æsir and, with his son Thor, rules over all of Norden. They war with the Jötuun and other gods of chaos, and force all to bow to their will.

Gods of Life

The Vanir are Norden's spirits of life and growth. Freyja is the most prominent of the Vanir, as the goddess of motherhood and lust. Long ago, the Vanir were their own masters, but they have been dominated by Odin as his kind to serve Norden as they see fit.

Gods of Chaos

Loki and his brood make of the spirits of chaos, of destruction and vicious change. The Jötuun serve chaos unwittingly, as they fight and plot against the Æsir and all those who would submit to them, especially Norden's mortals.

A Vast Pantheon

There are many more gods of Norden than listed in the following pages. You can easily make an adventure center around another god instead, including:

- Týr, the Æsir God of Law and Justice
- Heimdallr, the Whitest God and possessor of vast foreknowledge
- Mimir, the beheaded God of Knowledge and Wisdom
- Iðunn, the Vanir Goddess of Everlasting Youth
- Höðr, the cursed and sorrowful God of Kinslaying
- Hel, the Goddess of Death and ruler of Norden's underworld

See **Making Your Own Myths**, page 232, for advice on turning one of these into a god for Mythenders to fight. And some basic Wikipedia research is enough to get you started.

Ragnarök

Ragnarök is the fabled end times, when the gods will battle and kill one another. It is a time to fear and rejoice over, as it will herald the rebirth of Norden into a stronger Mythic World, for it can sacrifice all of its children at once for ultimate power.

However, the Mythenders have interfered, stealing away these sacrifices and taking Mythic power for their own. What the Mythenders promise is not Ragnarök (though many mortals are fooled into believing such), but a true End where Norden is no more.

Some Cities & Towns

These are a few examples of places where mortals dwell in Norden. They are short, to be fleshed out as needed. Use them as-is, twist them to taste, or make your own.

Fort of Thorberge

High atop one of the peaks in a vast mountain range lies a fortress, dedicated to Thor. The mountain is bare, save for snow and rocky outcroppings. For generations, the fort has drilled for battle, waiting for the day when Thor spirits them away to be an army against his foes.

There is no farmland here, for nothing will grow. Within the temple, the high priests beseech their god to grant them food, clothing, firewood, and weapons so that they may continue to grow and to train.

Storm clouds permeate the sky, with thunder that shows the people Thor's blessing. On those rare days when the sky parts and the sun or stars are visible, the priests know those to be ill omens. Thor will answer no prayers on those days.

Those who die are committed to the Thunder Fields, a large slab of stone that Thor's lightning always strikes. The bodies are turned to ash upon being hit, and the people watch as that ash funnels into the sky, taking those souls with it. Every three years, a dozen warriors are chosen by the high priests to join Thor's army, and eagerly march to the Thunder Fields to join him.

Mortals of note

Sören, chief among the priests. He is blessed with dominion over lightning, and has personally spoken with Thor over the years. He is the ruler of this fort.

Greta, the Drillmaster Matron. She is 80, but blessed with youth, so that she may continue to train Thor's army and bear strong children. She is pregnant now, but that in no way hinders her skill or stops her from her duty.

Alfreð, a warrior chosen for Thor's company. He is young, recently fathered twins, and is eager to show Thor his prowess with spear and axe.

Unnar, a former warrior recently crippled. He is shunned by others for he now cannot lift a sword and did not have the good sense to die with honor. He continues to ask the high priests to induct him so that he may learn healing arts and be of use to the community.

Village of Norrsundet

Set near cliffs overlooking the raging sea, this village is home to a cult that pays tribute to the Jörmungandr, the world serpent. Once a season, the serpent comes to shed its blood upon this land. Those who are unworthy perish. Those who survive are given strength and health.

The fields in the surrounding lands grow fertile, its soil rich with the poisoned blood. The grain and roots are wild, dangerous, responding only to sorcerous farmers that speak with the land and force it to obey. The wildlife is just as vicious, and the villagers always carry arms so that they may slay beasts driven mad by the serpent's blood. The meat of the boars in this land is prized for its flavor and the power it bestows.

Travelers come here to pay tribute to the Jörmungandr, in hopes to stave off Ragnarök a little longer. Some die, unable to partake in the poisoned food and drink; their bodies are added to the tribute. Some survive, and return to spread influence and corruption.

Even with the poisoned blood in their veins, the people of this place are not cruel or demonic. They are hardened because the land is unkind and because of their duty to Jörmungandr. But they have human hearts, and feel no different than others.

Mortals of note

Rúrik, a farmer-sorcerer who has recently come ill and unable to tend his crops. This is a sign of Jörmungandr's displeasure, and he will likley not live out the week.

Einhildur, one of the brides of Jörmungandr. She is with child, from the seed of a man mixed with the serpent's blood. She is due any day now, and feels nothing but divine love within.

Lára, a young hunter, whose birth is praised as sign of fortune and good omen. Her arms are of serpent-scale rather than mortal flesh, and she can speak with animals.

Marcus, a monk from the southern lands beyond Norden. He came here to spread the world of Christ, but stays because he is in awe of Jörmungandr's power.

City of Syöteen

The capital of a small kingdom, Syöteen sits at the intersection of two rivers. Its King, Röterik, is a descendant of a great fire Jötuun, a noteworthy sorcerer, and a kind leader. Through his guidance, the city has prospered and its denizens know peace and good fortune.

The Twin Rivers see traffic daily, merchants and newsbringers traveling to and from the city's great golden walls. Inside are many small temples to various gods, no one god given great preference over another. The people believe that it is because they revere many gods that they are eternally triumphant.

The Sorrowed Forest borders to the east, where daring hunters seeking dangerous game can make a name for themselves and win marriage rights. The most feared beasts are the bears, twice the size of a man with six massive, powerful limbs.

Nearby is a small quarry, where conquered peoples are sent to work for one year sentences. Once their term is up, they may swear fealty to the King to be granted citizenship and the privilege of working elsewhere in the Kingdom.

Mortals of note

Röterik, King of Syöteen. As he is very old and frail, he remains in his palace while he sits to judge crimes brought to him. The people praise his kindness and wisdom.

Oddrún, a well-loved merchant. She travels to Syöteen once a week to pedal wares she's acquired from small towns in the north. Her son, Skíði, travels with her to learn the trade.

Valdís, daughter of a minor baron. She hopes that her beloved Galdur will return from the Sorrowed Forest with prize enough to win her hand, but he has been gone for many days.

Ormur, a prisoner who will soon be freed from quarry service. His clan was taken in a very uneven fight, peasents armed with simple weapons against a Syöteen brigade.

Some Battle Sets

Along with the mortal dwellings in Mythic Norden, there are a number of great places where a battle can happen. Some places are earthly, and others take place in small realms where the Mythic World is strange and beautiful.

As always, use as-is, flesh out, twist them, or take as inspiration for your own.

Each one comes with three vague ideas for a Blight the Myth or Mythenders could create. Naturally, that relies more on their abilities rather than the land around them. But if you're looking ideas that mesh with the environment, here you go. (Just remember that Myths and Mythenders can also violate the hell of out of wherever they battle, so don't be beholden.)

Earthly Sets

In the Sea

A raging storm makes the sea around you convulse with rage. Waves crash with intent, to drag all into its depths. The sky is starless, the clouds letting only moonlight shine through. The cold, salty spray sticks on your face.

Blight ideas: thunderous whirlpool, drowned sailors awoken, living lightning in the water

Snow-covered plains

Fresh snow has fallen. Far in the distance: trees, mountains, faint signs of people. But those are miles away. The only things breaking the monotony around you are occasional hills. This place is just asking to be covered red and black with blood and bile.

Blight ideas: summoning tornados and flash storms, rock becoming living quicksand, snow turning into sea

Forest of woe

Tall, green trees shield the ground from the snow. The earth is fresh, its musty aroma sweeping through the breeze. Small animals run in fear around you, fleeing for far-off sanctuary. Only the ravens remain, watching from high above.

Blight ideas: trees and roots alive with malice, forest spirits summoned, spontaneous fire

Hot springs

The ground around you steams, one of the rare places in Norden where Myths of heat dominate over those of frost. Mounds erupt and boiling water spews forth. All around you are the remains of long-dead animals and unwary travelers.

Blight ideas: water turning to lava as it emerges, creatures forged from rock, raging earth given voice and malicious purpose

Flooded plains

Two great rivers cross here, and the gods have chosen them to flood. The mud is knee-deep at the shallowest, and the current is unkind to the weak. Remains of animals, homes, and men float about in this watery graveyard.

Blight ideas: water freezing and the dead becoming ice creatures, sudden whirlpool, dangerous water creatures summoned

A Nigh-Bottomless Chasm

The earth is split in twain by a giant's axe, the gash spanning miles across and even farther down. The wind whistles and moans through the chasm, threatening to off-balance those at the edge. One rope bridge stretches the divide, inviting only those bold to cross.

Blight ideas: ancient fires spew forth, wind given form of hands and arms, chasm grows teeth and becomes a maw

Mythic Sets

When setting in a Mythic set, you might want to make that set also a Companion weapon—such places are as alive as any Myth. (Shoot, you might even want to make that set the Myth itself. Ending Yggdrasil can be fun!)

Among the Clouds

Gray thunderclouds are solid enough for your footsteps, like walking in a marsh. They move about, crashing into each other and spreading apart, making hills and pitfalls as they roll. Lightning travels through them, the only light here flashing about with inconsistent will.

Blight ideas: lightning—lots of lightning, clouds given will to grab and drag down, deafening thunder spirits

Valhalla, Great Hall of the Slain

Golden opulence fills this vast hall. Thousands upon thousands of warriors stand at attention, staring at you. The god's throne sits high on the opposite end, made from the thick branches of the golden tree Glasir. Heavy footsteps are heard from the ceiling of shields far above.

Blight ideas: Rain of shields, those slain in battle refusing to stay dead, all that is golden forming into vile constructs

Companion ideas: The numerous slain, Valhalla's native Myths

On the Bifröst

Only the stars above and the light shimmering off of the rainbow bridge contrast the utter darkness of night and space. Each ribbon of color is wide enough for a horse to stand. There is only the cool warmth of light, and endless darkness below.

Blight ideas: stars falling from the sky, burning and vicious light, howling and grabbing abyss

The Base of Yggdrasil

The roots that compose the ground extend for miles, hovering in nothingness. Far below you, the dragon Níðhöggr holds in the abyss and gnaws at the roots. Fierce winds carry the scent of old earth. Many portals to other worlds hang far above, like fruit waiting to be picked.

Blight ideas: angry roots waking, the pull of nothingness grabbing at warriors, fiends summoned from the nine worlds

Companion idea: Níðhöggr, the eternal dragon

Monsters & Lesser Myths

The monsters that roam Norden's lands are known as lesser Myths. Some are twisted and evil creatures of the forest, others are spirits that feed on mortalkind's terror, and even mortals sorcerers corrupted by power fill their ranks. Along with them are Myths of legend, such as the frost and fire giants (Jötunn), long-dead warriors (Einherjar), and servants to the gods such as the Valkryie.

Lesser Myths and Fighting Mythenders

Lesser Myths know that they will likely be Ended, for Mythenders are far more powerful than they. Still, they do not all take the same reaction or notion to that.

Some believe they will be remade by their masters, so their death is temporary. This is natural; Myths die all the time in Norden, and death is only as permanent as the gods wish. Such is why few understand the difference between death and being Ended—but there is no explaining their complete destruction to them.

Others know that their lives are forfeit upon sight of a Mythender, but they do their duty for their god. They know that this battle aids their god and Norden, and seek to drive a Mythender closer to Falling. Some do this because they see no reason to question. Others do this because to refuse is to have no honor—and one should never underestimate the lengths anyone, mortal or Myth, will do for honor.

And even more are purely mindless, such as the undead Draugr or Mythic dire wolves. There is no talking or reason—there is only hunting and death.

Using Lesser Myths

Stats

Lesser Myths have a Storm rating between 3 and 5, start with 2 to 4 Thunder die, and have a wound cost of 4. Their Wound tracks are the same as a Mythender's: 3-4-5. They start with 6 to 8 Might tokens and recharge 2 to 4 Might each turn.

The Jötuun (page 216) are considered lesser Myths, but they're more powerful than most others. As such, they have higher ratings—good for an adventure for experienced players or ones with more than one battle before reaching the god.

Weapons

Lesser Myths always have three Weapons. Choose from those listed. With rare exception, they us the standard charge boxes. For Intrinsic Weapons, the middle box (+2 dice) starts charged.

Companion Weapons

Many Lesser Myths come in hordes. They're usually their own Companion Weapon.

Some are servants of Greater Myths (page 218), which makes them great Companion Weapons for a one or a more powerful Lesser Myth. Some Myths already have ideas listed, but if one of these screams to be a servant for another, go for it!

Gifts

Lesser Myths have three or four Gifts, including upgrades.

Gathering Rage

Lesser Myths have Gathering Rage (page 146) triggers that set up future battles. The following are the standard ones, but feel free to switch them up. You might even want to shorten the number of rounds, as long as the last round remains the same: the battle being over.

After round two…

Create a new lasting Blight at the end of the battle

After round three…

Give the upcoming god an additional Weapon charge

After round four…

Give the upcoming god three more Thunder dice

After round five…

The battle is over. Either the Lesser Myth (or what's left of them) escapes, dies on its own terms, or is spirited away by a god. Regardless, the ritual of battle has given the Myth more power. The upcoming god will have an additional Weapon box charged.

Einherjar, the Honored Dead

Warriors that die on the field of battle, or are taken by the gods as living sacrifices, are brought to Valhalla. There they feast gluttonously on Mythic beast and mead, giving them immense strength and stamina. Each day they spar, honing their talents for the day that they are called upon to face a Mythender.

In battle, they rage. This is their sole purpose, and they are eager to fulfill it. Each warrior has faced and felt death so many times that they no longer fear destruction. Their food and drink dulls all sense of pain and heightens bloodlust. But they are not mindless; among them are captains and generals who still know the arts of war.

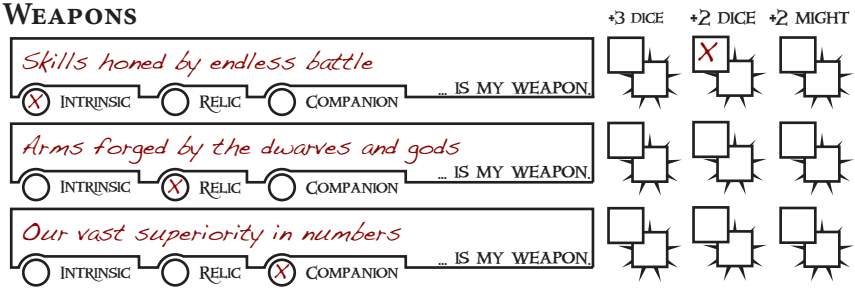
Stats



Wound Track



Weapons



Gifts

- Bloodlust
- Relentlessness
- Grievous Harm
- Death Practice: a Gift unique to Einherjar. Pay 3 Might tokens to reroll any failures on a Wound roll.

Notes

Death Practice is a special gift for the Tutorial Battle chapter. If you're not playing the tutorial battle, strike it.

Valkyrie, Warriors Beyond Death

Beautiful war maidens fathered from the spirit of battle, Valkyrie serve the gods of Norden as warrior-psychopomps. They bring the slain to the gods Odin and Freyja, breathe life back into them, and forge them into living weapons. They are drillmasters of the Einherjar, pushing them to become legends and rewarding them with carnal delights.

There are few mortals of Norden who could match the valkyrie in battle. They serve as flying cavalry, hurling endless spears from a distance, trampling those who close on them. They are each worthy commanders, masters of tactics and strategy.

It goes without saying that those slain by valkyrie are afterward stolen by them, given life again in Valhalla and put to Mythic purpose.

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
4	4	2	7	4

Wound Track

3 4 5 6

Weapons (pick three)

	+3 dice	+2 dice	+2 might
Legendary masters of battle ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Dominion over death & fate ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Spears made from Odin's blessing ... is my weapon. () Intrinsic (X) Relic () Companion			
Our loyal einherjar ... is my weapon. () Intrinsic () Relic (X) Companion			

Gifts

- Grievous Harm, with Vicious upgrade
- Dual Wield
- Sureness

Draugr, the Vile Dead

Draugr are the corrupted dead that were once mortal rulers, twisted in the grave by spirits of wrathful avarice. They rose, keeping to their rotting bodies, and roam the lands to steal from the living. They are not content to steal just material things: loved ones, souls, and flesh are all fair game to the Draugr.

Unlike other undead beings of legend, they are not mindless—they possess the memories of their former existence and the cunning of generals and kings. Death and decay follow them, and they know how to tap into that as superior strength and black magic.

Most of all, they seek to steal more Mythic power, and that draws them to Mythenders. These vile undead hate and steal from each other, but they will band together if Mythenders are near, for the chance to taste flesh and blood with vast Mythic power is too rich to ignore.

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
4	4	3	6	4

Wound Track

3 4 5 6

Weapons (pick three)

	+3 dice	+2 dice	+2 might
Strength far more than had in life ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Magics granted by unsatisfiable hunger and greed ... is my weapon. (X) Intrinsic () Relic () Companion		X	
The now-tainted weapons we were buried with ... is my weapon. () Intrinsic (X) Relic () Companion			
The mortals we have made thralls ... is my weapon. () Intrinsic () Relic (X) Companion			
The horde itself ... is my weapon. () Intrinsic () Relic (X) Companion			

Gifts

- Grievous Harm
- Relentlessness, with Unrepentant upgrade

Sorcerers, Corrupted Mortals

Mythenders are not the only mortals to be given Mythic power. The gods and spirits of Mythic Norden seeks out mortals who have a lust for power and whose hearts will not resist temptation. These mortals are given tests of mind and will from tomes of hidden knowledge, and if they pass, they are granted untold power.

Sorcerers are often would-be warlords and kings, using their Mythic might to force mortals to obey them. The only difference between them and Norden's Myths made from fallen Mythenders is that they chose to embrace corruption from the outset.

As emissaries of great power, each of their Weapons counts as Intrinsic, even if it's also a Relic or Companion. This is the boon Norden gives its sorcerers.

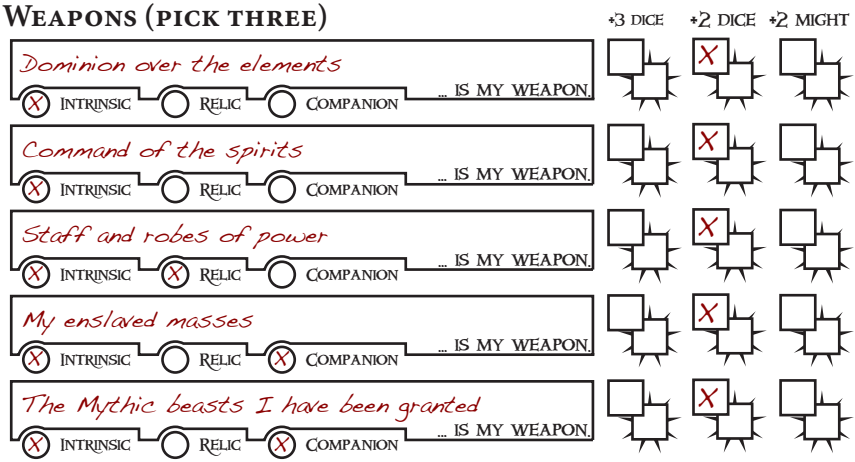
Stats



Wound Track



Weapons (pick three)



Gifts

Sorcerers vary greatly in power. Pick any four Gifts and upgrades.

Jotunn, the Giants

Giants forged from pure hatred and weather itself, the Jötunn are hideous masses. Half again as large as a man, each one is deformed in some way—claws and fangs, numerous limbs or heads, some not even resembling men at all. What is common is far greater strength than even their size would sugget and power over the weather spirits that birthed them.

Even though they are creations of Norden, the Mythic World goes to great lengths to keep them away from mortal lands, for they cannot be controlled. Some ally with Loki and his brood, others make their own kingdoms and march to war to prove that the Mythic World needs no mortals to survive.

The Jötunn kingdoms are harsh and treacherous, even to their own kind. Only the strongest and most willful survive the journey into other lands. And each one believes itself capable of becoming a greater Myth, as Fenrir and Jörmungandr have, by having their blood spilled by a Mythender and spilling that Mythender's blood in return.

The two most common giants are of frost and of fire:

Frost Jötunn

Frost giants, who call themselves the *HrimPursar*, live in a valley of ice far beyond the mountains known to mortals. Their gray skin freezes any mortal flesh that it touches.

Eternal night covers the kingdom of frost. The only lights that shine are the stars and the moon, forever full. The Frost Jötunn claim to remember a time before the sun and the coming of mortals, when they ruled over all. They call this *Fimbulvetr*, the Age of Peace, and say their time will come again.

Fire Jötunn

Fire giants, also known as *Muspellsmegir*, live in a land far below the surface, in the steaming bowels of the earth. Their skin looks like molten rock, and fire flares from them.

It is foretold that they will herald Ragnarök, the end of all the worlds. When they are not training and plotting to burn the rest of Norden and usher in an age of fire, they send small bands up to the surface to raid for slaves, both mortal and Mythic.

Notes

Jötunn are more powerful than other lesser Myths, good for a longer game with multiple lesser Myth battles. Note that they have a Weapon that is both Intrinsic and Companion. Frost Jötuun are more resilient, with their second Wound box also at 3. Fire Jötunn have a stronger Weapon charge progression, starting with +4 dice.

Gifts

Jötunn have six gifts. Four are listed below. The other two may be filled in before the battle, or filled in during the battle as per greater Myths, page 218.

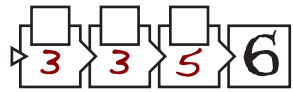
- Bloodlust
- Grievous Harm
- Swiftness
- Relentlessness

Frost Jotunn

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
5	5	4	10	3

Wound Track



Weapons (pick three)

				+3 dice	+2 dice	+2 might
Monstrous size and strength	... is my weapon.	X			X	
Power over the hidden spaces of the world	... is my weapon.	X			X	
Weapons stolen from the dwarves	... is my weapon.		X			
Ice weapons sharper than any metal	... is my weapon.		X			
Command over the ice and cold	... is my weapon.	X			X	

Fire Jotunn

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
5	5	4	12	3

Wound Track



Weapons (pick three)

				+4 dice	+2 dice	+2 dice
Monstrous size and strength	... is my weapon.	X			X	
Power over the hidden spaces of the world	... is my weapon.	X			X	
Weapons stolen from the dwarves	... is my weapon.		X			
Enslaved mortals and lesser Myths	... is my weapon.			X		
Command over abyssal fires	... is my weapon.	X			X	

Gods & Greater Myths

The gods and their unique foes of legend make up the greater Myths. These foes should be the climax of an adventure. Each god embodies a concept in the Mythic World: Odin of order, Thor of war, Loki of chaos, Freyja of love, and so on.

Greater Myths and Fighting Mythenders

While each god has a specific personality and view of Mythenders, they have two general takes on fighting them. Both are equally meglomanic: they either are certain of their victory, or know that while they may be destroyed, they'll be reborn when a Mythender becomes a Myth from this battle.

Given that nearly every greater Myth was once a Mythender who defeated a god but failed to fight off Norden's embrace, there's truth in this. There have been many Odins, Thors, Lokis, Jörmungandrs, and so on.

Those that speak to Mythenders will mock the futility of Ending them, sometimes as a villainous prologue to the battle. Those that don't will just get their vicious attack on.

Using Greater Myths

Stats

Greater Myths greatly vary in their storm rating, starting Thunder dice, Wound cost and track, starting Might and Might recharging. The main similarity is that they all have five Wound boxes.

Weapon Charge Boxes

Greater Myths have four Weapons, and will typically sunder one in battle for power (page 147). Choose from those listed.

The gods listed here have different charge boxes: +4 dice, +2 dice, +2 dice. Note that the second and third are the same, and there's no Might bonus. Other gods may have different ones. Regardless, there are always only three charge boxes, and the middle one starts charged with Intrinsic Weapons.

If Lesser Myths have escaped, you may charge more Weapon boxes as per their escape.

Some Myths mix two Weapon types (for instance, combining a Relic and Companion) giving those Weapons access to both rules. No Weapon uses all three. That's just crazy talk.

Companion Weapons

Most write-ups suggest Companions, but also consider using the lesser Myths you've thrown at the Mythenders, or taking inspiration from the set for this climatic battle.

Gifts

Greater Myths have seven to ten Gifts, including upgrades. They may have two or three slots open; you may fill in one per round.

Screwing With This

Greater Myths change over time, especially when one's been Ended and a Mythender takes its place. Feel free to twist the stats on a god and how that god views Mythenders.

Gathering Rage

Greater Myths have Gathering Rage (page 146) triggers that directly affect this battle, as it is constantly gathering power from Norden. The following are the standard ones, but feel free to switch them up. Beware of shortening the rounds, as that makes the battle much, much more dangerous.

Some Greater Myths detail changes to this.

After round one…
Allow sundering of a Weapon

After round two…
Create or charge a Blight

After round three…
Gain 5 Thunder dice

After round four…
Gain 10 Lightning tokens

After round five…
The Mythenders die. The battle is over. The god has had time to gather enough power from Norden to end the would-be Enders of Myth. The Mythenders are all slain and denied the Choice to return. The game is over.

Greater Myths and Difficulty

Each of these Greater Myths listed vary in difficulty.

Thor (page 220) is the most "basic" of the gods. He's designed to be the first god a Mythender Ends, a good choice for people new to playing **Mythender**. If you wish to have such players face off against a different god, consider using Thor's stats and Gifts, and just rename the god and change the Weapons accordingly.

Odin (page 222) is very tough and straightforward, compared to some of the other gods. He's built to brawl and survive, constantly gathering Thunder dice. Mythenders will be hard-pressed to beat Odin without dipping deep in Mythic Power and doing Titanic actions.

Freyja (page 224) is a difficult and tricky god, as she constantly pushes the Mythender's Corruption by simply existing near them. This is a god suitable for players who have prior experience battling gods in **Mythender**, because they'll need to End her quickly if they want to avoid apotheosis.

Loki (page 226) is similar to Odin in power, and more resilient—he has a harder Wound track. That means Mythenders will need to gather more and more Lightning in order to beat him quickly.

Jörmungandr (page 228) is possibly the hardest of Greater Myths. It constantly Wounds the Mythenders in a tide of its poisonous blood and it has a shorter duration before it outright slaughters them.

Fenrir (page 230) is on par with Jörmungandr. It can use the Grievous Harm Gift for free, making it a formidable opponent.

Thor, God of Thunder & War

Thor, the god of thunder and war, is the self-proclaimed protector of all mortalkind. His command over Norden's constant storms gives him dominion over the entire land, and the fear and awe those storms inspire in mortals in turn gives him limitless might.

His legendary hammer Mjölnir holds one piece of Norden's true heart. Megingjörð, the Belt of Strength, gives him the power to lift and hurl even mountains. And his massive and vile goats, Tanngrisnir & Tanngnóstr, carry Thor's massive chariot and fight along with him, using their sharpened hooves to trample and razor teeth to shred.

Thor is the master and commander over much of Norden's martial forces: the valkryie and the einherjar, due not only to being Odin Allfather's son, but to his skills as a tactician and in single combat. Because of this, the mortal warriors revere Thor and seek to join him in death. He has forged dozens of warrior cults among mortalkind, taking the best as his own personal Thunder Guard—fusing the essence of lightning into their souls, creating beings that rival the Jötunn. Few taste this honor, and fewer still are worthy enough to survive the rite. Still, Thor has many more beings in his service, notably valkyrie and einherjar.

To Thor, Mythenders are the rare worthy challenge he deserves. He embraces battle with this happily—either he will best them and prove his might, or he will fall, but in doing so drive a Mythender to become him, making the next Thor more powerful than the last.

Thor, God of Thunder & War

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
7	7	8	20	10

Wound Track

3 | 3 | 4 | 4 | 5 | 6

Weapons (pick four)

	+4 dice	+2 dice	+2 dice
God of war and might of the Æsir ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Power over thunder ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Relentlessness in battle ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Megingjörð, Belt of Strength ... is my weapon. () Intrinsic (X) Relic () Companion			
Mjolnir, Hammer of Might ... is my weapon. () Intrinsic (X) Relic (X) Companion			
My battle goats, Tanngrisnir & Tanngnóstr ... is my weapon. () Intrinsic () Relic (X) Companion			
My host of loval valkyrie & einherjer ... is my weapon. () Intrinsic () Relic (X) Companion			

Gathering Rage

After round one…

Allow sundering of a Weapon

After round two…

Create or Charge a Blight

After round three…

Gain 5 Thunder dice

After round four…

Gain 10 Lightning tokens

After round five…

The Mythenders die

Gifts

- Bloodlust
- Grievous Harm, with Precise upgrade
- One More Breath
- Relentlessness
- Sureness, with Quick upgrade
- Swiftness
- Vicious Denial

Odin Allfather

Also known as Odin the All-Wise and Odin One-Eye, he is the king of Æsir—the gods that reflect the half of Norden that embodies order. As he is most revered among all the gods in Norden, he is the wisest and commands the most powerful magics.

Odin travels around the land on his eight-legged warhorse, Sleipnir. His spear Gungnir is imbued with the spirit of flight and truth, and will never miss its target. Chief among his many Mythic animal companions are his ravens Huginn & Muninn (the very essence of thought and memory in all Norden) and his wolves Geri & Freki (the twin spirits of hunger and need).

He has fathered many sons, most of whom are lesser Myths and half-mortal abominations. A rare few rise to the stature of god, most notably Thor. Odin also commands one half of all Einherjar, many Valkyrie, and all other beings of Myth allied to Norden's spirits of order.

To Odin, Mythenders are part of the natural order—that of cleansing destruction. But that Mythenders would go after any of the Æsir is unnatural, a clear sign that the forces of chaos have perverted Norden's need to purge. This perversion must be corrected, and will be when the Mythenders fall into Norden's embrace.

Odin Allfather

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
8	7	8	25	12

Wound Track

3	3	4	4	5	6

Weapons (pick four)

	+4 dice	+2 dice	+2 dice
Æsir magics ... is my weapon. (X Intrinsic, Relic, Companion)		X	
Cunning of the Allfather ... is my weapon. (X Intrinsic, Relic, Companion)		X	
My Spear, Gungnir ... is my weapon. (Intrinsic, X Relic, Companion)			
Sleipnir, eight-legged horse born for war ... is my weapon. (Intrinsic, Relic, X Companion)			
Huginn (Thought) & Muninn (Memory) ... is my weapon. (X Intrinsic, Relic, X Companion)		X	
The full might of an Æsir army ... is my weapon. (Intrinsic, Relic, X Companion)			
Wolves Geri & Freki ... is my weapon. (Intrinsic, Relic, X Companion)			

Gathering Rage

After round one…
Allow sundering of a Weapon

After round two…
Create or charge a Blight

After round three…
Gain 5 Thunder dice

After round four…
Gain 10 Lightning tokens

After round five…
The Mythenders die

Gifts

As god above all in Norden, Odin has every Gift at its base level (except those only permitted to Mythenders). In addition, he has the following upgrades:

- Harbinger of Storm's Surging upgrade
- Sureness's Quick upgrade
- Swiftness's Quick upgrade

Freyja, Goddess of Motherhood & Lust

Freyja is the goddess of love, beauty, fertility, life, war, and death. She is the womb of Norden, the spirit of life-that-is and life-that-must-be. She is queen of the Vanir, those gods of Norden who rule over the spirits of growth and prosperity.

She is never without her host of utterly devoted thralls. Freyja lays claim to half of the Einherjar, has her own Valkyrie, and every mortal and creature that lays eyes on her beauty falls in love and unquestioning devotion. They walk alongside her cat-drawn chariot or her war-boar Hildisvíni. Her necklace Brísingamen has the power to make hearts feel greed for it and mistrust of their fellows.

Freyja takes many forms, and will appear as the Mythenders' mothers, lovers, and unrequited desires. She assaults their will with soothing words and tempting urges, eroding will not from the outside with blades, but the inside with needs and hope.

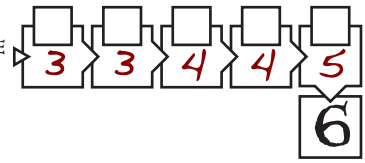
To Freyja, Mythenders are violent wayward children to be corrected with motherly love and new would-be lovers to train. She does not seek to destroy them, and indeed she does not fight. Her Mythic love radiates inside of them with her mere presence. But she is not powerless; her thralls accompany her to be shields and spears.

Freyja, Goddess of Motherhood & Lust

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
7	6	8	30	8

Wound Track



Weapons (pick four)

	+4 dice	+2 dice	+2 dice
Goddess of love (X Intrinsic; Relic; Companion) ... is my weapon.		X	
Vanir Shapeshifting (X Intrinsic; Relic; Companion) ... is my weapon.		X	
Cat-drawn Chariot (Intrinsic; X Relic; X Companion) ... is my weapon.			
Necklace Brisingamen (Intrinsic; X Relic; Companion) ... is my weapon.			
Boar Hildisvini (Intrinsic; Relic; X Companion) ... is my weapon.			
Devoted, enraptured followers (Intrinsic; Relic; X Companion) ... is my weapon.			
Half of all valkyrie & einherjer (Intrinsic; Relic; X Companion) ... is my weapon.			

Gathering Rage

After round one…

Push Mythender Corruption and allow sundering of a Weapon

After round two…

Push Mythender Corruption and create or charge a Blight.

After round three…

Push Mythender Corruption and gain 5 Thunder dice

After round four…

Push Mythender Corruption and gain 10 Lightning tokens

After round five…

The Mythenders fall if they are fully Corrupted, otherwise die

Gifts

- Building Doom
- Grievous Harm, with Precise upgrade
- Harbinger of Storm's Surging upgrade
- Indestructible Nature
- One More Breath
- Relentlessness
- Sureness
- Swiftness
- and one more Gift

Loki, God of the Wild

Loki is nothing less than Norden's spirit of all that is wild, and as such is not bound to form or nature. He is the master, and perhaps mother, of all magic in the land. Through his loins he forges many of Norden's untamable beasts: notably Jörmungandr and Fenrir.

He detests direct, formal conflict, for that is not the way of nature. Chaos is all around us, randomly killing or freeing, ambushing or giving boon. Such is Loki and his magic. Though he has Jötunn blood, he appears however he wishes—sometimes as an old man, sometimes as an animal, but often as someone kin to Odin and his sons. Thus he is the embodiment of guile and deceit.

Loki has few possessions of his own, as he is far more delighted to steal something precious from another god before Mythenders approach. To see Loki with Thor's Mjinolr or Odin's Gungnir would not be surprising. However, he is more than capable with his own magics alone; the Relics of others are never because he needs them, simply for a devilish laugh.

To Loki, Mythenders are a delight and strange kin. For as long as they hold their mortal and Mythic nature in balance, they are truly wild—beings that are not yet tamed by either side. But that they will one day be tamed, by power or death, they are not true kin. Still, he sighs in a way that an artist would at being presented a majestic painting he must then destroy.

Loki, God of the Wild

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
8	7	8	15	15

Wound Track

3	3	3	4	5	6

Weapons (pick four)

	+4 dice	+2 dice	+2 dice
Barbed, vicious wit ... is my weapon. (X) Intrinsic () Relic () Companion		X	
God of deceit ... is my weapon. (X) Intrinsic () Relic () Companion		X	
Jötunn treachery ... is my weapon. (X) Intrinsic (X) Relic () Companion		X	
Master of Shapeshifting ... is my weapon. (X) Intrinsic () Relic (X) Companion		X	
Powerful Runes ... is my weapon. () Intrinsic (X) Relic () Companion			
Corrupted spawn ... is my weapon. () Intrinsic () Relic (X) Companion			
Host of Jötunn ... is my weapon. () Intrinsic () Relic (X) Companion			

Gathering Rage

After round one…
Allow sundering of a Weapon

After round two…
Create or charge a Blight

After round three…
Gain 5 Thunder dice

After round four…
Gain 10 Lightning tokens

After round five…
The Mythenders die

Gifts

- Dual Wield
- Fast Strike
- Grievous Harm, with Quick upgrade
- Indestructible Nature
- One More Breath
- Relentlessness
- Swiftness
- and two more Gifts

Jormungandr, the World Serpent

The serpent that loops around the world, Jörmungandr is the deadliest of the greater Myths. Its Mythic blood is poison even to all else in Norden, for everything that the Mythic World found too dangerous to touch and too powerful to destroy found its way onto this immense serpent.

Jörmungandr is Norden's spirit of purity, although one that very few even among the gods understand. It stands alone in battle, having no one fight alongside it save for the sea that contains its blood. It speaks no language out of choice, as all words are impure. If one cannot decipher its intent and desire through its actions, then they are of no consequence.

Born from the witch-jötunn Angrboða and fathered by Loki, the world serpent is one of the rare jötunn-spawn that Norden has blessed with apotheosis. It keeps no legendary trinkets as the Æsir gods do; the Weapons it possesses all come from within.

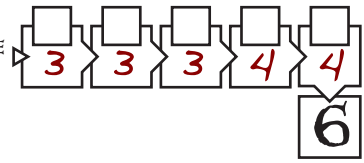
To Jörmungandr, Mythenders are like everything else in the world: impure. Its blood will wash away all that is unright, and if anything remains, it will join the might that is Jörmungandr.

Jormungandr, the World Serpent

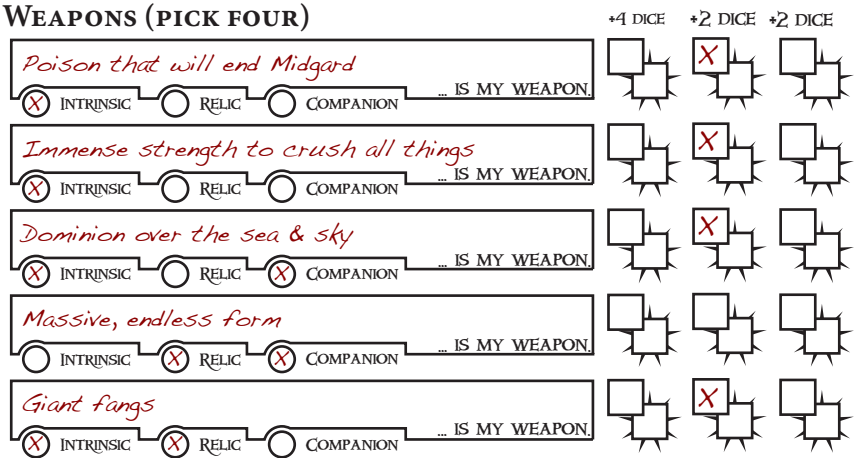
Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
7	6	6	22	10

Wound Track



Weapons (pick four)



Gathering Rage

After round one…

Allow sundering of a Weapon

After round two…

Wound Mythenders

After round three…

Wound Mythenders and gain 5 Thunder dice

After round four…

The Mythenders die (Yes, this happens at round four, not round five)

Gifts

- Dual Wield
- Fast Strike
- Grievous Harm, with Quick and Vicious upgrades
- Harbinger of Storm's Surging upgrade
- One More Breath
- Relentlessness, with Unrepentant upgrade
- Swiftness, with Quick upgrade
- Vicious Denial

Fenrir, the Unstoppable Wolf

Fenrir was one of the earliest Mythenders, before transforming into Norden's spirit of destruction. He then became a creature born of Loki and the witch-Jötunn Angrboða, sibling to Jörmungandr. He is a massive wolf, easily as large as a castle, with ancient gray hairs peppering his otherwise brown coat.

Fenrir Ended the god Týr, the god of heroism and glory, savagely dominating him even as he transformed into the wolf he is now. At the very end, he bit down on Týr's sword-hand and swallowed it whole—gauntlet and sword included—taking in that Mythic essence and bonding with it. He sometimes confronts challengers with Týr's sword wielded in his mouth.

No one in Norden hates as Fenrir does—Norden created him to house its spirit of hatred. He kept his mortal anger at gods and Norden, holds contempt for mortals who lack the power and will to be their own beings, at nature and the world for being an imperfect vessel, and at himself for failing to be invulnerable to Mythic Corruption.

To Fenrir, Mythenders are Norden's great cosmic joke. He has all of the memories of each Mythender who has come before him, all of them corrupted and turned into Fenrir just as the first one was. But he does not laugh at them for their part in this farce; he saves his rage for the rest of creation, and just wishes battle with Mythenders to be over quickly, so he may go back to his revenge.

Fenrir, the Unstoppable Wolf

Stats

Wound Cost	Storm Dice	Starting Thunder Dice	Starting Might Tokens	Might Token Recharge
7	7	6	22	10

Wound Track

3	3	4	4	4	6

Weapons (pick four)

	+4 dice	+2 dice	+2 dice
Might the Æsir cannot contain ... is my weapon. (X) Intrinsic () Relic (X) Companion		X	
The hand of Týr, god of glory ... is my weapon. () Intrinsic (X) Relic () Companion			
The broken chain Gleipnir ... is my weapon. () Intrinsic (X) Relic () Companion			
Rage boiling as long as time ... is my weapon. (X) Intrinsic () Relic () Companion		X	
The most powerful jaws in creation ... is my weapon. (X) Intrinsic (X) Relic () Companion		X	
Eyes & nostrils that pour flame ... is my weapon. (X) Intrinsic () Relic (X) Companion		X	

Gathering Rage

After round one…
Allow sundering of a Weapon

After round two…
Create or charge a Blight

After round three…
Gain 5 Thunder dice

After round four…
Gain 10 Lightning tokens

After round five…
The Mythenders die

Gifts

- Building Doom
- Dual Wield
- Grievous Harm, with Natural and Vicious upgrades
- Harbinger of Storm's Surging upgrade
- One More Breath
- Relentlessness
- Swiftness

Notes

The Natural upgrade for Grievous Harm listed above is a special upgrade, allowing Fenrir to use that Gift's base power for free.

Making Your Own Myths

There are many other ideas for foes in from Old Norse folklore: the elves, both light and dark; dwarves; witches; various creatures and spirits of the forest; etc. You could even branch out, making a sorcerer-king a foe, along with his army of clay warriors. If you can think of a good fight, you have a foe worthy of Ending.

You can do some basic research on Wikipedia or great and well-researched roleplaying games and supplements (the various GURPS source books are fantastic for this). Or you can take inspiration from media and make "the dragon like from the *Beowulf* film." Whatever works for you and your game.

The first step to making a new Myth is to just reskin one of the existing ones. Take for instance the Einherjar for a Lesser Myth or Thor for a Greater Myth. Then change the name and description, and come up with Weapons appropriate to that new Myth. (Always have at least two different types of Weapons. No Myth should have all of one type.)

Iconic Myths

If you're making a Greater Myth, make it an iconic being. It's one thing to kill a dragon or a few dragons, but going after The Dragon—the very concept of what a dragon is—is pretty metal. Or take an idea, like the God of Hatred, and build a Myth around that.

Making Myths More Powerful

You might want to turn one of the Myths in this chapter up to eleven. Do so by changing their Weapon bonuses or adding more Gifts, including empty Gift slots it has to fill in during the battle.

Maybe your Thor is more extreme. Make all of his Weapons also Intrinsic, giving them the extra charge box. But also describe how he's different, like maybe it's physically made of pure lightning itself in the shape of a man rather than a god that *merely* commands and spiritually embodies lightning.

Once you've played **Mythender** some, tweak the numbers. Raising starting Thunder gives it a jump ahead on Wounding the Mythenders and possibly extends their life. Raising Storm will mean that every turn it's alive, it'll build up more Thunder; that makes for a more dangerous Myth than raising starting Thunder.

Raising the starting Might gives a Myth more options early in the battle, and raising the Might recharge gives it more options on later turns. Naturally, that depends on the Gifts a Myth has, and the more varied the Gifts, the more ways the Myth can fuck up the Mythenders' day.

Myths from other places

Mythic Norden is a powerful Mythic World, one that has lasted for some time. Other Myths may have taken refuge in Norden after their Worlds were Ended. It would be weird to have some djinn or Quezecoatal in Norden, but that sort of weirdness is totally in keeping with the surreality of Mythic Worlds. Also, it's plain fucking cool.

Thorberge: a Norden Adventure

The Mythenders are traveling to the Fort of Thorberge (page 206) to end Thor. This adventure uses a short structure and is great for people new to playing **Mythender**.

Introduction

Take the snow-covered plains set (page 208) and tweak it to be about a mountainside, high up where the peak—and the fort—are just barely visible. The storm clouds above crackle. The Mythenders know that they are here to hunt Thor, and that the fort nearby is strongly connected to him.

Mythmaster's Time: Battle with Einherjar (Tutorial)

A host of Einherjar (page 212), numbering in the hundreds, emerges from the clouds, the ground, mists—describe their introduction and what the battlefield looks like.

They will first shout at the Mythenders, telling them to go elsewhere, that there are ignoble gods to be slain. Jörmungandr is in the sea to the west, and surely he is worthy of their attention. (Of course, this shouldn't sway the characters one bit. It's simple posturing.)

Either the Mythenders will declare that they're engaging or you will for the Einherjar. Remember that, regardless of color, the Myth always gets the first action. Use the Tutorial Battle chapter, starting on page 75, unless everyone is familiar with playing the game.

At the end of the battle, turn the most destructive Blight or one perilous to mortals into a lasting Blight, per the Einherjar's Gathering Rage.

Mythender's Time: Mortal Interlude

The Mythenders arrive at Thorberge. Many mortals are already outside, on their knees, bowing and sobbing. The priests are inside, refusing to bow to anyone other than Thor, and cowering in their temple.

The Blight should be making life hell for the mortals. These people love and praise Thor, and will plea with the Mythenders to turn away.

Once you've painted this picture, ask each Mythender: "what do you do?" You may need to remind them about seeking sympathy, terrorizing mortals for power, and doing epic, badass feats. (See the Moments Quick Reference, page 182.)

Mythmaster's Time: Climatic Battle with Thor

Once everyone gets a chance to do one thing, Thor arrives. The Mythenders are taken into the clouds for this battle (use the in the clouds set, page 209). Choose four Weapons for Thor, and use them to describe the impending battle.

Thor may taunt the Mythenders, explaining their futility because he will only be reborn from one of their souls when this is over. This should be brief, and then if the characters haven't already, Thor will launch into battle. Again, regardless of color, the Myth always gets the first action.

Epilogue

With Thor ended, the Mythenders watch as the people react. If any terrorized for power, then the mortals now worship them. If not, they are thankful for their newfound freedom.

Being a Mythmaster

Running Mythender

Mythender is a game of vast battles with fluid, flexible space in between. When you play the game, you'll be shifting gears between your time (where the battle rules strongly structure the flow of the game) and the Mythenders' time (where they're no strict structure, but rules to cover situations that come up in between battle).

If you've run other adventure games with the same format, like *Dungeons & Dragons*, some of that experience will be useful for running **Mythender**.

If this is the first time you've done something like this, don't worry! This chapter will give you some guidelines. Your first few games of this (or anything similar) might be a little rocky, but with practice you'll get a good sense of pacing—the key skill in making an adventure game like **Mythender** sing.

Overview

On Making Mistakes as a Mythmaster **page 238**
Starting off, you have permission to screw up, as long as you are willing to acknowledge your slip-ups and fix them.

Interact with the Players **page 240**
Interacting with the players is the heart and soul of **Mythender**. Take these rules and hold well to them.

Describe the World **page 242**
Describing the vast Mythic World helps everyone, including you, buy into the idea that you're in a fantastical place with gods that need killin'.

Interact with the World **page 243**
Here are some bits on interaction with the Mythenders, as befits an epic game, through the lenses of both mortals and Myths.

Tone and Scale **page 244**
For this game to work, you need to moderate tone and scale. Here are some ways to achieve that and how to talk about it at the table.

Pacing **page 246**
Pacing an adventure game is easy when you're battling and harder when you're outside of that battle space.

Drifting & Hacking Mythender **page 248**
Some folks like hacking a game for some other settings. Here are a few notes for that.

Mythmaster Key Techniques **page 250**
When in doubt, here are the basic things to remember while running **Mythender** summarized. This is useful to print out and have at the table.

These are Rules

The contents of this chapter are just as much rules as everything in the battle chapter. It's just that these rules are soft—they don't tell you when to use them, because that requires your judgment as the Mythmaster.

A session of **Mythender** is a temperamental creature. If you don't use the tools you have available, it can turn on your and bite your head off…or slink into a corner and die from boredom. That's what this chapter is all about: rules and tools. They will help you create a soaring epic of badassery. Disregarding them means you have to work that much harder to achieve the same ends.

Authority & Rules Mastery

You're the authority on the rules and making calls as to when a given rule applies. You're also the authority on whether or not a character is being Mythic—doing something that would gain Mythic power—or not being Mythic and intentionally avoiding Corruption. There's more on this in **Tone and Scale** (page 244), but know that this is part of your job.

Tips for First-Time Mythmasters

Take it Slow

Don't be shy about taking it slow and flipping to a certain part of the book to look up how something works. Each two-page spread is meant to be easy to find and easy to use during play.

Tutorial, Tutorial, Tutorial

Play out the Tutorial battle. It will help you feel how the game works, and everyone learns better by doing than by just reading.

Watch High-Octane Media

Seed your mind with media of people being crazy badass, like *300*, *The Avengers*, various awesome anime and related stuff like *Final Fantasy VII: Advent Children*. Even watching some *Dragonball Z* could help you see how to do a Mythending battle. If it's an epic battle movie, television show, or comic, it's worth checking out before you play **Mythender** so you have a more immediate sense of tone and scale.

Grovel and Enjoy It

You'll see more of this on page 240, but make sure you do bow and grovel at times. Players used to other games won't expect this from you, and it's often their first clue that they really are playing epic characters.

Do not skimp on this!

There is no "Maybe"

Mythenders don't "maybe" do something, except in cases of resisting Corruption. So when you're playing with people who are unsure about what their characters can do, guide them and help them learn that there are no hard limits as there are costs for the scale of action.

On Making Mistakes as a Mythmaster

Let's start off by saying this:

It's Okay to Make Mistakes

Don't sweat trying too hard.

This book has already thrown a lot of rules at you, and the rest of this chapter is going to talk about how to set tone, pacing, interaction, all sorts of stuff. Some people will read this and think "yeah, I already run games like that." Some people will read this and pick up everything at once. Some will think they've got this, and find they don't when they try running it. And some will find this whole thing to be intimidating, with all the dice and rules and whatnot.

I'm here to say that it'll be okay. Because, honestly, you cannot fuck up my game more than I have! (See the next page.) And because if you're fortunate with the people you're playing with, they actually want to have fun and will help you succeed at running Mythender.

Fixing Mistakes

When something happens where you either get some rule wrong or screw up tone or whatever, pause the game. Acknowledge the mistake. Roll the game back if it's not a huge hassle for everyone, or just push forward and be mindful of what happened for the future.

Ask for opinions. Enlist everyone in helping you remember whatever rule got missed or to call you on running an unfun game. You're all in this together.

The most important thing, though, is to *be honest about whatever happened*.

One of My Biggest Mythmaster Mistakes

Early in **Mythender**'s development, I ran a game for some friends after work. We were just going to do a short game, testing some mechanics, but as I like to try to make playtests feel like an actual game (as otherwise it's like testing a board game, which tests for far different issues), we did narration and all that jazz.

I had the village they arrived at hate on them, shout at them to go away, spit at them, that sort of treatment. I figured I would create some tension between "do you decide to be evil and kill them, or good and not kill them?"

My good friend Jerry then asked me: "We can kill them without rolling anything, right? You said that earlier today." That was, in fact, one of the new rules I introduced in this playtest. (The benefits for that, all the terrorizing stuff, came two years later, so it wasn't even something you were rewarded for at this stage.)

I grinned and affirmed that. Then he threw me a curve ball: "Um, do *they* know that?"

I looked around and saw that the players were annoyed, and not in a fun "Bioware moral choice" way. Even though it was an experiment, it was also a game, and I just made a huge mistake. I misjudged how they'd react.

How I Fixed It

"You know, they should totally know that. Can we replay the scene?" The players agreed, and instead of having them spit at the Mythenders, they all treated them as people to be feared, begging them to go to another village and to spare them.

(Incidentally, that was when all the rules about how mortals view Mythenders were born.)

Interact with the Players

First and foremost, *treat the players like they are Mythenders*.

This makes the difference between playing a game where you are just told you're epic heroes and where you *feel* like epic heroes. The main way to do this is to treat them like they have a higher status than you.

Be Their Narrative Butler

Present choices to them, whether in character creation or during play, with deference and politeness. Pretend that they could just kill you with a glance, and you should be utterly respectful. (It's good practice; that's how you should portray mortals in Mythender.) "Would you like to see the other History options, Lady Mythender?" or "Which Weapon are you using now, Lord Mythender?"

Watch for that smile, as they're being treated with respect they aren't normally given in games *as players*. Revel in that glee. When you have that, you know you have that player hooked.

Whatever you do, keep "Of course, Lord Mythender" in your back pocket. It can sometimes redeem a dull moment, and remind the players without overtly stating it that they should get with the awesome.

Grovel and Beg Forgiveness at Times

This is based on the above point, to reinforce the feel of the game. When you present a choice and they decline it, say "I apologize for presuming, Lady Mythender."

The point isn't to be subservient, but to remind them of the sort of character they're playing. And to create a pattern of behavior so that you can mess with it by doing the next bit.

Challenge Them at Times

The flip side of treating players as Mythenders is to treat them with expectation. If they're playing it safe during battles, push back. "You're not taking the Mythic Die? Oh, so would you like me to also change your diaper?" Goad them into taking Corruption.

Don't do this much outside of battle. They should make the choice to act horrific or heal themselves. The only thing that you should push against is inaction. "So, Lord Mythender, with all your power you're just going to let the Endless Fire burn up the farmlands? That's cool. How do you feel when your Companions look at you with tears in their eyes because the screams of the people in the fire echoing throughout the land breaks their hearts? Or did you, you know, want to actually do something?"

The other thing to challenge is anytime someone is telling you what they're doing mechanically but not what their character is doing in the story. Lines like "I'm sorry, this isn't 'Boring Mortals for Power'" or "What was that? I couldn't hear it over how totally badass the Mythender before you was" can help reinforce this.

Celebrate Them

When they accomplish a feat or act in battle, celebrate that. Every moment a Mythender acts is amazing and incredible in the mortals in the world, so make the players feel that. Responding to an excited description of a moment in battle with "Yeah you do!" or "That's awesome!" will push that feeling of actually playing an amazing, epic character.

This is also known to some as the "Hell yeah you do!" rule.

Toss Questions to Them

Sometimes you'll get some great ideas from the players, so throw out questions and take in their input. You can ask them for facts, like "What time of day is it? What does the sky look like?" You can ask them to describe a fact you've brought up, like saying "You hear the sea nearby, and it sounds strange and haunted. What do you hear whispered into your ears by the voice of the sea?"

Some players love doing this, and some hate it. Know your players, as always. But if you can pull this off, you'll get great buy-in from them, and you'll get fantastic material to work with. Five heads have more creative juice than just one.

This will also get players who are shy a little used to bringing up ideas, which is important when in battle they get to Push Forward.

"I don't know, can you?"

New players will often phrase things as "Can I…" Your first job is to get them out of this mindset. Some people take well to explaining. Others take well to a step-on-up attitude with questions like "I don't know, can you?" Whatever method you use, help them get out of that mindset where they ask for permission.

Tailor This to your Group

It should go without saying that you should tailor the language you use to what your players like and respond well to. It *should* go without saying, but it needs to be said anyway.

If you're running for people you've never met before, like at a convention, start off with whatever you feel is more neutral language until you gauge what they do and don't like.

Going Beyond These Rules

This section just scratches the surface of interacting with the players. The more you do this, the more you'll refine these ideas and bring in your own, creating a really cool toolbox for running epic games.

Describe the World

A Mythic World will give you some touchstones for how to describe that world. When you start an adventure, and whenever the action moves to a new location, paint the world with your words. The players rely on you to give the world a sense of reality in their minds, and poor or sparse description will leave more questions in their minds than answers.

The list from **Exploring the Mythic World**, page 70 of the **Playing Adventures** chapter, has many questions to consider for every scene. Don't try to answer every question every time, but think about some of them whenever you describe the world. And note down your own questions if you think of any! More tools for your Mythmaster toolbox.

The same approach can be taken to all other moments in the game.

Playing to Perceptions

To Mythenders, the entire world is a place where hateful Myths roam and mortals live in fear. This doesn't mean that's the truth world; gods can do some good and mortals don't always live in fear. You can get a lot of mileage out of playing with the perceptions that Mythenders (and players) have about the Mythic World.

Imagine a game where you're Ending, say, Santa Claus. Santa is known for going around have giving good children gifts and bad children coal. And on the whole, kids love Santa.

Now cast Santa as the God of Childhood Morality, with Mythenders gunning for him. Suddenly, the peaceful North Pole becomes the Mythic North (or the Mythic Pole), land where Santa and his host of elven serfs labor to craft toys for those children who are worthy in his harsh and judging eyes, with foul fates awaiting those who are not. It's easy to get behind Ending this Myth, because that's a vile take on Santa. And in Mythender, the ends tend to justify the means, so if there are misfit toys and elves in your path to get to Santa, then these fools are to be cut down.

Does that mean the Santa Claus isn't the same Santa that you and I grew up hearing stories about? Not necessarily. What you describe and what the Mythenders experience is filtered through their perception. Likewise, Odin and his ilk have been kind and just to mortals in real mythology. Use that to your advantage.

Use Backgrounds

As you're describing new things about the world, look at the Mythenders. Do you have any apostates in the group? Introduce some fellows she ran out on. Do you have any mourners? Introduce mortals that he can connect with, or remind him or who he lost. A Mythender's Past can be a treasure trove of ideas to make your adventure richer and make the Mythenders want to fight harder.

Interact with the World

"Epic" is about the difference between the characters and the world around them. An epic character has no one above them and only their comrades and foes as peers.

Mortals

Mortals know a Mythender on sight, and they fear them. While you might occasionally show a mortal as being brave and standing up to a Mythender, this should be rare (and not happen in the first adventure—so that when it happens, it's noteworthy).

If you're the sort of Mythmaster that stands up and is physically engaging, bow to the players as the mortals bow to the Mythenders. Don't look them in the eye. Beg. Plead. Be resigned to your fate. Mortals know they may die in this moment, but some also hope that the Mythenders will take pity on them and better their lives. Act like that.

When the Mythenders are seeking sympathy and healing, play hard against them. They should be expressing their character's emotional vulnerability to someone who sees them as alien or inhuman. Though you might dial it up or down, depending on how much of an emo moment the players want to explore, keep to this idea overall.

Myths

Myths know a Mythender on sight, and know that there is only one course of action: battle. Many Myths will know they're being sent to die, as Mythenders are powerful beings. Some Myths believe themselves able to be the one to End a Mythender. And the gods know that they will be reborn if they can cause a Mythender to fall and become a Myth.

Some Myths treat the Mythenders with respect, asking them to take their battle elsewhere and fight another god. Some Myths treat the Mythenders as peers, talking to them as they would a foe they are both excited by and afraid of. Grand gestures may be made, but all in all, no Myth dismisses Mythenders as mortals would ants.

If you *did* play a Myth that dismisses a Mythender as being beneath them, the moment they strike in battle, you'd need to play out their surprise. Mythenders are the peers of gods in battle, and that needs to be reflected in their reactions.

Myths do not treat Mythenders the way they would treat mortals, so ensure that you do not when describing dialogue and reactions.

Tone and Scale

One of your most important jobs in running **Mythender**, and one of the hardest, is maintaining a sense of tone and scale with every action.

Tone

There's no set sense of the game's tone—some will be dark, some will be campy, some will be high octane. Many will shift around, depending on what's going on and what everyone wants (see **Metal & Drama**, page 4).

As the Mythmaster, you're setting and checking tone constantly. Your introduction will set the tone—the language you use, the tone of your voice, physical gestures, etc. Consider these two descriptions for "I cut off Odin's ear":

"You're all 'I slice off his ear, right?' Sweet! SLICE! Blood flows everyone. Odin's screaming all over the place, causing earthquakes with his thrashing rage. You're there like a badass, holding his fuckin' ear in our hand. Hell yeah!"

"Your blade finds the corner where his ear meets his head, and bites into his flesh. He struggles to stop you, but you are too fast, your sword sundering his flesh, blood dripping down from his face. The ear falls into your hand, and Odin backs away, rage in his eyes as the blood on his face literally boils away."

How you present descriptions in your game will color how the game feels. As long as it never stops feeling epic in a battle, any tone can work. But the trick is maintaining tone in your game, and only shifting tone when it feels right—whatever that ends up meaning for your group.

If you're describing things with one sense of tone, and the players are all describing with another, that'll be jarring. When this happens, talk about what sort of tone you all want as a group.

How to Talk about Tone

Unless you're around a bunch of screenwriters or improv players, asking "What tone do we want?" will get met with vague answers. The problem with vague answers is that it might seem clear what you mean when you say "I want a light game," but that could mean something else to the person hearing that. And without talking more, you don't know that there's a huge disconnect in what you all mean until a problem happens.

Ask more specific questions and use popular culture and media as touchstones. "Do we want this to be a dark game? Or more like a Jason Statham-if-he-fought-gods sort of thing?" "Are you more Batman or Superman?"

But don't obsess over this. The point is to make a quick touchstone, not spend hours writing up a contract.

Shifting Tone

At times, the tone will (and should) shift a bit. If you're playing in epic fifth-gear all the time, that'll get tiring. As long as the tone shift feels natural—ideally, shifting in and out of battles rather than in the middle of one—then you're managing tone well.

Checking Tone

If there's a tone mismatch going on, particularly if you have a delicate tone like "gothic horror Mythender" that can easily get squashed by being silly or over-the-top in the wrong way, take a moment and call people on that when that happens. Policing tone is part of your job, so make sure you do that. "Hey, I don't think that's in our tone. How else could you describe it?" Ending those comments in a question helps put the spotlight back on them to fix the situation.

If that happens often, maybe you're the one with the tone mismatch. Take a moment to ask if there needs to be a change in the game.

Scale

Scale is the other element you need to keep an eye out for. There are three sense of scale in the battle: Normal, Mythic, and Titanic (see **Scales of Action,** page 125). While there are some guidelines for what fits in one scale or another, there are no hard lines or rules. Each group may want a different sense of scale.

You job is to keep the sense of scale *consistent*. When something gets described as a Mythic action, and everyone accepts that, then that can't later be treated as a Normal or Titanic action. If there's no consistency, they you lose the sense of price and consequence of the game. And if you lose that, you lose much of the game's feel.

Don't worry about remembering every little detail; if you do your job here, you (and everyone) will internalize what feels like a Normal, Mythic or Titanic action. When one of those feels off, then it's your job to call the player on it and say things like "No, that's not a Titanic action. Step it up or it's just Mythic." Do this without fear, and you will have a good sense of scale throughout the game.

Be explicit about scale in the first battle, while people are getting used to the rules. Talk about why something's Normal, Mythic, or Titanic. Help people grasp the difference between those three things.

Similarly, terrorizing mortals for power should always feel Mythic or Titanic. Call out when someone is claiming they're terrorizing for power but not describing it strongly enough. And call out the converse, when a player is describing their Mythender doing something that should be covered under **Epic, Badass Feats** (page 176) or **Terrorizing for Power** (page 172). And when they attempt to gain sympathy, remember to kill the moment if the Mythender moves into a more Mythic tone or scale.

This is Why It's Your Job to Push Forward the Most

Setting tone and scale is why the Mythmaster does much of the Push Forward narration during battles and when Mythenders fail when seeking sympathy and healing. These are the lowest moments in the game, dramatically speaking. So when they get to Push Forward, they see what you've done and have a baseline for topping that.

Pacing

If playing **Mythender** is like playing in a band, as the Mythmaster you're the drummer. You're the timekeeper. Your job is to push the game when it needs to be pushed and slow down when it needs to slow down.

The Start an Adventure

Most **Mythender** games should start with a little bit of description, and then jump right into a small battle. That sets the game up on a high note, with triumphant Mythenders then meeting mortals who watched them battle. This makes every adventure start off answering the question the players have in their minds: "Am I badass?" Yes. Yes, you are.

Players & Desires

Battles are easy to maintain pacing; the structure takes care of it for you. It's the Mythenders' time that's tricky, because that depends on what you and the players want out of the game. Some players will want to take time to explore what it means to be a Mythender around mortals, and others just want to stab Thor in the face over and over.

If you have players who want to explore the mortal side of the world, have situations when they have to deal with mortals. Sit back and let them direct you. Play the world in reaction to the Mythender's words and actions. This is a great place to push players, if you have the sort of players that want to be pushed out of their comfort zones.

If you have players who just want to play out battles, the moments between battles serves as a palette cleanser and a time when they can be horrible beings to gain power or try to preserve their lives and mortal nature. In that case, it's often enough to give them a quick moment where they can choose, or not, to do something with the mortals. Ask "so, you're here, do you want to terrorize for power or seek sympathy and heal your soul?" Then jump into another battle when everyone's had a moment.

If you have a mix between the two, err on the side of players who want to explore the mortal side, but also be willing to cut that short, interrupting a moment with the Myths bringing a new battle to them.

No matter how they like pacing, keep one thing in mind: when they want to be horrible people, give them free reign to do so. When they're trying to maintain or regain their humanity, play hard against them. (This gets into interaction, page 240, but is also an element of pacing.)

Let No Moment Drop

If the players are looking at you and waiting for you to speak, do one of two things: introduce a mortal situation or start a new battle.

Introduce a mortal situation and ask "What are you going to do?"

Have a mortal come up and ask the Mythenders for something. Or have the Mythenders come across mortals doing something that could involve them. Then ask "What do you do?" Make the situation feel like there's a consequence to both action and inaction.

Start a New Battle

A lull in the moment could mean it's time for Mythenders to go knife a Myth in the face. So bring on the Myths! The Mythenders' time is over and it's time for a new battle.

Take Breaks

Take short breaks now and then. Think of it like sex: take a breath and have a (metaphorical) cigarette before going at it again. While it's fun to power through and keep on without stopping, mental stamina will fade. Especially look to taking breaks after a battle.

By actually getting up and disengaging from the game, you can reset a sense of pacing. Like any skill, this takes some time to get used to and skilled at, but once you have it down it'll help you immensely.

Drifting & Hacking Mythender

This game was built to be drifted to other settings and ideas! And even if it wasn't, you people would do it anyway. That's part of what makes this gaming community great and full of inspired works. Here are some things to think about when you're drifting this game.

The Core of Mythender

Mythender is a game where the main characters have to deal with a conundrum: the protagonists have ability and cause to do batshit-awesome stuff, and they need to be batshit-awesome to achieve their goals, but being too batshit-awesome will cause them to become Something Very Bad And Worse Than Dying.

So as long as you're drifting this to a setting where that's possible and part of it, you're off to a good start. Like, say, a setting about warrior-monks with laser swords and telekinesis…

Drifting Weapons

Weapons are the props and action points of the game. The three kinds of Weapons trigger three different sets of rules, but they're easy to reskin. For a game with some more psychodrama, you could make Intrinsic Weapons explicitly about a memory they have, and charging it means describing flashbacks.

You may even want to mandate people have a certain sort of Weapon. In Mythic Japan, being set during the Meiji Restoration where Japanese Mythenders are Ending Oni and their influence on the Shogunate, Mythenders have a western Rifle as a Relic Weapon and an Intrinsic Weapon based on the first Oni they Ended.

Drifting Scale

The three scales of action—Normal, Mythic, and Titanic—are a great point to drift. Determining what in your game triggers using the Mythic die is important to knowing how to run your drift. Ideally, it's alien or transgressive; normal people never get a Mythic die.

Further determining what it means to go from Mythic to Titanic is equally important. It could be a villainous act just as easily as an act of great power.

That's not the only scale element that's a hacking point. You could also change how long a turn is; it could be hours or days, rather than mere moments, to execute a different genre.

Drifting Fates

In **Mythender**, fates are linked directly to the Myths the characters fight. But that needn't be the case, as long as there is some dark Fate worse than dying that the characters are constantly flirting with.

There are classic themes in "become what you fight" and "become what you fear most."

Forms

In some settings, having the characters dramatically change Form doesn't make any sense. So that might be the first time to cut or heavily change, as long as you keep the Corruption mechanics so that the Mythic die still works the same.

You might take inspiration from the old *Altered Beast* video game: there the characters started beefy and got larger and more muscular, until the very end when they became a

were-creature. Or the *Exalted RPG*, where as more power is taken, a sigil on the characters' heads flare brighter and brighter. As long as there's a telltale of the level of Corruption a protagonist has taken, you're on the right track.

And they can easily all be the same or very similar changes, rather than something unique to each character.

Personal Blights

Personal Blights are important to playing in Norden, so that the players understand that a Mythender does literally change the world around him by just existing. If your setting is more about changing purely through action, that's worth removing.

Fate's Power

Similarly, the Fate's Power is about a sense of niche-protection. Each Fate has a particular way of going batshit crazy while breaking the rules of reality. If your game is also about breaking reality, tailor to suit. If it isn't, remove it; Weapons otherwise cover such action.

Drifting Myths

Myths are the enemies of the characters, so they should be easy to drift. It's just about changing the names and color around playing those foes.

Drifting Mortals

How mortals interact with Mythenders is key to making the players feel like the truth about their characters. What truths are important in your game? Are they reviled and hated, like mutants in the Marvel universe? Are they believed to be a sign of the End Times? Whatever it is, don't make it easy on the characters—they shouldn't feel like they're a part of society. In that regard, Mythender is much like the classic tale of the Western movie.

This can change how Seeking Sympathy works. Maybe instead of connecting with a stranger, you need to connect with someone you love or from your past that can't comprehend who you are now.

Changing the Names of Everything

It should go without saying that the names of all the pieces and rules should change to fit the drifted setting better. It could be easy to take the players out of the moment by telling them to roll the Mythic die when they're psychic warrior-monks, but another to tell them to roll the Dark Side die. By changing the names, it'll push people to play the way that setting requires.

Be sure to keep to your theme. The Mythic die is never a purely good thing, for instance.

Adding New Rules

You're of course welcome to add new rules, create new Gifts, things like that. There isn't much guidance to give directly on that, but know that the door's open.

I'll say that not every rule I made for **Mythender** is in this book. Some were removed not because they sucked, but because they didn't fit the vision for this game as it took shape. There's definitely room for, say, meta-mechanics that are affected based on what you do overall in an adventure and how it changes the whole world in a concrete way.

Mythmaster Key Techniques

Police Tone **page 244**

Keeping a consistent tone for a given stretch of time is crucial. Breaking tone intentionally should happen as a result of dealing with mortals and sympathy; otherwise, keep the consistency going to keep the game from becoming chaotic and gonzo.

Moderate Scale **page 244**

Normal, Mythic, and Titanic scales are important to a battle. Whatever you and the table decides is Normal, Mythic, and Titanic, keep it consistent. Mythic and Titanic are about rewards and costs, and what one person does as Mythic should be Mythic to all.

Be their Narrative Butler **page 240**

Keep presenting choices to the players. Address them with deference and humility when doing so. Make it feel like you're handing opportunities of action or drama on a silver platter.

Describe the World **page 242**

The Mythic World is a fantastic place. Use multiple points of description: sky, distance, terrain, water, weather, mortals, Myths, Blights, colors, sounds, etc.

Own up to & Fix Mistakes **page 238**

You'll make mistakes. Own up to them and fix them (when fixing is possible), and you'll keep the table's trust.

Treat Players as their Mythenders **page 240**

Address the players by their characters' names, or the title "Lord/Lady Mythender." Bow and grovel to them at times. When playing mortals, treat the players like the could kill you, the Mythmaster, with a thought. When playing Myths, treat the players like they're dangerous (and maybe foolish) equals.

Ask Questions **page 241**

The players own the Mythic World as much as you do, and as much as you invite them to. Ask questions about what's going on, about what her Mythender in thinking or why she's doing something. When they ask about the world, sometimes turn the question around.

Let No Moment Drop **page 247**

Nothing kills momentum like a moment where no one knows what to do next. Introduce new things. Start a new battle. The Mythic World doesn't wait for Mythenders.

Challenge the Mythenders **page 240**

Mythenders exist in a world that hates and fears them, from Myths that know the purpose of Mythenders to mortals who fear power they cannot comprehend. Make Seeking Sympathy the roughest thing a Mythender has to do. Survive battles as long as you can to push Corruption. Make the Mythenders earn their continued mortality.

Celebrate the Mythenders **page 241**

The players are awesome people for playing in your game. Celebrate their characters achievements and their moments of Corruption. The Myths may want to see them die or Fall, but you want to see them do awesome and important things (and maybe die or Fall).

Take Breaks **page 247**

When you need a moment to collect your thoughts, especially in between a transition between Mythmaster's time and Mythenders' time (or vice versa), take a break. This also helps break and reset tone, when the nature of the game shifts from high-octane to emo.

Key Phrases

These sorts of phrases are great for eliciting certain emotional responses from your group. Tailor them as you see fit to produce what they intend.

"Yeah, you do!"

Celebrate their moments of high action, especially Mythic and Titanic actions. Show that you, as the Mythmaster, are on the player's side—because, when it comes to you both wanting to see Mythenders being awesome, you *are* on the same side.

"I don't know, can you?"

Help players realize that they can declare a great deal of things. When they ask for something that **Mythender** says they should just boldly declare, turn that around on them. (For those who hate this sort of treatment, **"You're a Mythender, you don't need to ask for that"** can also work.)

In other situations, this can also help create an esprit de corps.

"If I may suggest, Lord Mythender..."

This is part of being a narrative butler. When suggesting things, suggest from a place of deference and respect.

"My apologies, Lady Mythender."

When you make a recommendation that the player doesn't care for or make a mistake in the game, play at being of lower status than the players.

"Should I also change your diaper?"

When a player is showing a bit of weakness or indecision, and you think they could do better if prodded, push this. This is not just about that player, but as the rest of the group will hear it, it's a reminder to them to step on up.

Thanks & Acknowledgments

Thanks and Blame

I blame Leonard Balsera.

Back in Autumn of 2007, when I was struggling on another design long since abandoned, Lenny said to me, "Dude, take a break and make a game about killing orcs or something."

"Eh, if I'm going to do that I'd rather start big," I replied.

"Whatever, just go cleanse your palette and get back to your other game."

That conversation led to this, my most ambitious idea to date, and I have Lenny to blame for that. Oh, and I never did get back to that other game. Turns out Paul Tevis did a better version on that game with *A Penny For My Thoughts*, which I would later work with him on.

Finally, a massive thank-you to my editor, Josh Roby. He pointed out a bunch of bullshit in the Random Kindness Encounter edition of the book, including organization and numerous language issues. You should hire the fuck out of him. He's brilliant. (joshroby.com)

Debts Owed

Every movie that has had a grand battle scene influenced **Mythender**. Chief among them: *300*, *Beowulf*, *Final Fantasy VII: Advent Children*, *The Two Towers*, and *Return of the King*.

This game also owes a debt to the big set-piece role-playing games, namely *Dungeons & Dragons*. And this game's high concept wouldn't have happened without *Nobilis* by Jenna Moran. Mythenders are a twist on Nobilis' Excrucians, making them the center of the story.

Some other games that were influential: John Harper's *Agon*, Christian Griffen's *Beast Hunters*, Fred Hicks' *Don't Rest Your Head*, and White Wolf's *Exalted*. I'm certain there are many that subtly influenced me over the years that I'm not listing here, so I hope you'll indulge a blanket thank-you to the various RPG creative communities out there.

I believe it was Josh Hoade who gave me the tagline "Kick Ass, Erase Names." That was a focus, a catalyst, for the tone I've taken this text and game.

My home playtest squad—Aaron, Jerry, and Mike—built a story with this game that still surprises me. This game would be an empty shell if not for that campaign.

Finally, I personally owe a great debt to all my great playtesters and people who have let me bounce ideas off of them or gave me feedback over the years. And I owe a debt to my comrades in the Evil Hat family for forging me into the game designer and developer I am today. This is not a game I could have made when I started; I only can now because of you all.

Thank you,

– Ryan Macklin

The Cabal

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A Few Memories

I won't go into many—I can't, for I haven't the space—but there are some special moments in playtesting that I want to give personal thanks for:

- Joe: I will not forget that angelic fiddle, nor will I forget the line "My action is that I die and am reborn. That hurts the Myth, right?" (For the record, that still does.)
- Jerry: what you do to horses is insane.
- Shawn: you showed me how awesome dynastic character creation can be.
- David: the moment where you held the mortal and apologized for existing still moves me today.
- Andrew: you got away with it once. Don't push your luck.
- Brendan: you're the reason the Child is a playable option.
- Lillian & Nora: you two made PvP totally rad.
- Fred: your love for Cthulhu is like a rock, Berserker.
- John & Sage: your race to apotheosis was…enlightening.
- Rob: I cannot thank you enough for breaking my game as viciously as you did.
- E: BEES!
- Andrew, Angela, Nate, Wil: ho ho ho, motherfuckers.

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You raised over $15,000 in four days to help a good friend battle cancer. For that, I thank you. Now go forth and End the shit out of whatever hurdles and troubles are in your path.